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25 GAMES YOU WANT
25 YOU DON'T

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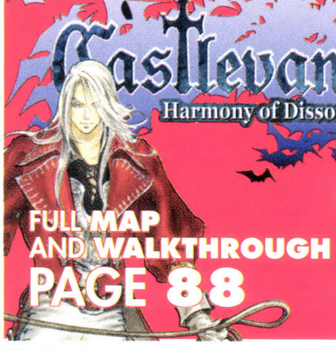

Castlevania
Harmony of Dissonance

FULL **MAP**
AND **WALKTHROUGH**
PAGE **88**

Welcome to Animal Crossing

FIND SUPER-RARE
ITEMS
PAGE **52**

Ratchet & Clank

EXCLUSIVE STRATEGY!
BEAT THE GAME
PAGE **92**

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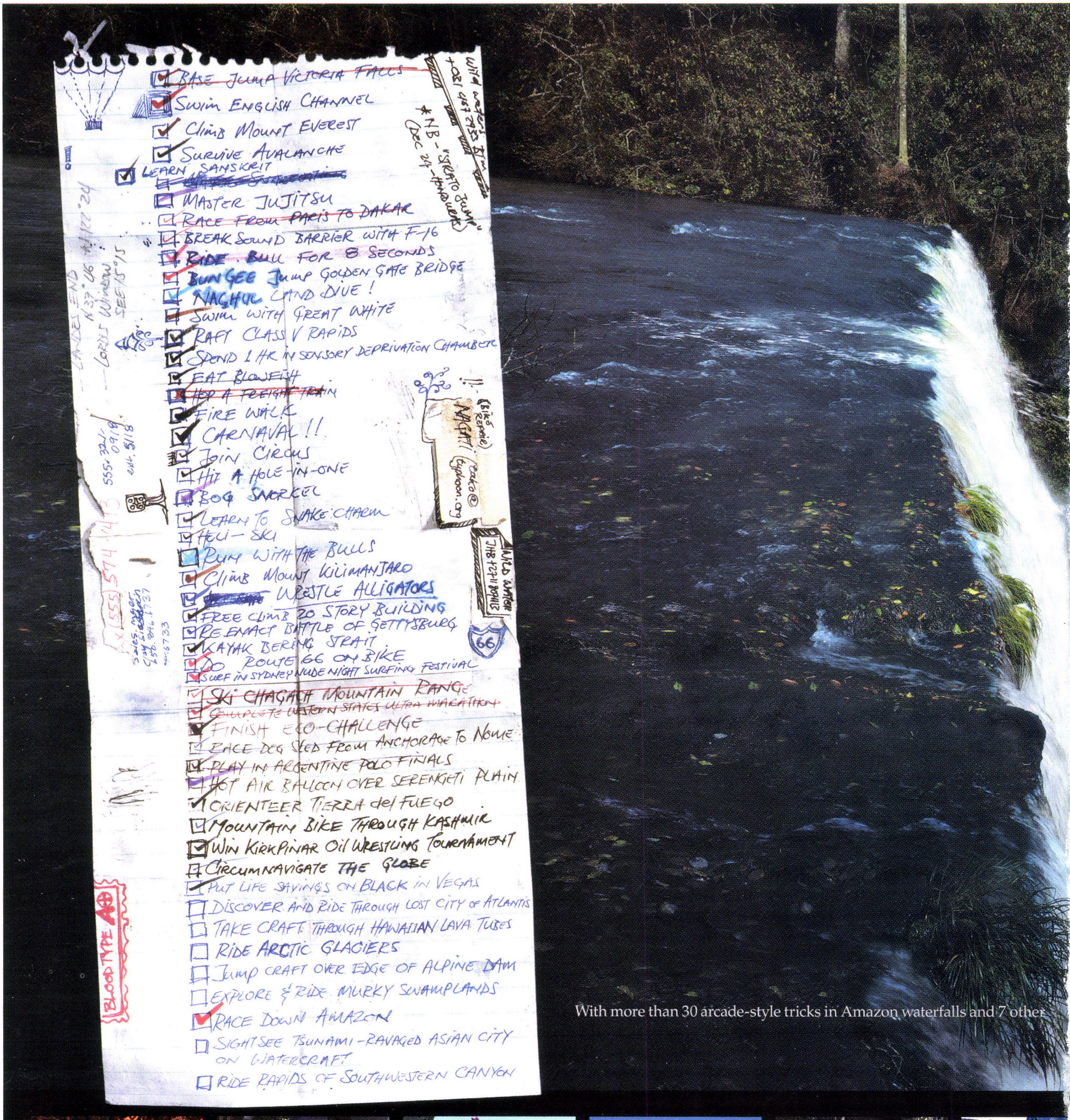

☑ ~~BASE JUMP VICTORIA FALLS~~
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☑ SURVIVE AVALANCHE
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☐ ~~[illegible]~~
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☑ SWIM WITH GREAT WHITE
☑ RAFT CLASS V RAPIDS
☑ SPEND 1 HR IN SENSORY DEPRIVATION CHAMBER
☑ ~~EAT BLOWFISH~~
☑ ~~HOP A FREIGHT TRAIN~~
☑ FIRE WALK
☑ CARNAVAL!!
☑ JOIN CIRCUS
☑ HIT A HOLE-IN-ONE
☑ BOG SNORKEL
☑ LEARN TO SNAKE CHARM
☑ HELI-SKI
☐ RUN WITH THE BULLS
☑ CLIMB MOUNT KILIMANJARO
☑ ~~[illegible]~~ WRESTLE ALLIGATORS
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☑ KAYAK BERING STRAIT
☑ DO ROUTE 66 ON BIKE
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66

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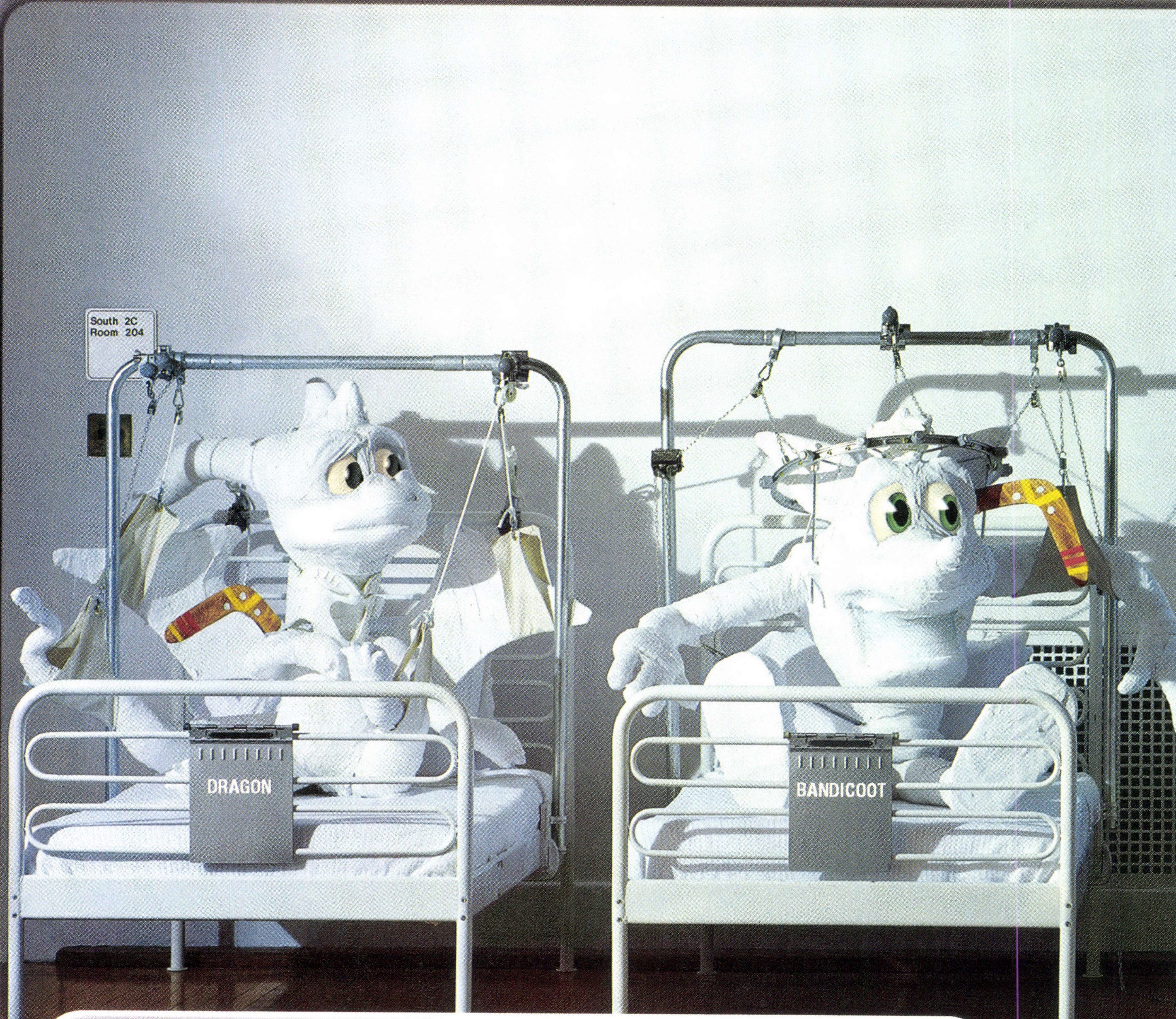

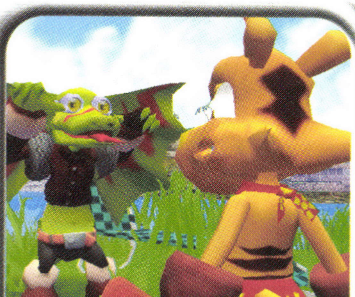

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ESRB

Violence

PlayStation 2

XBOX

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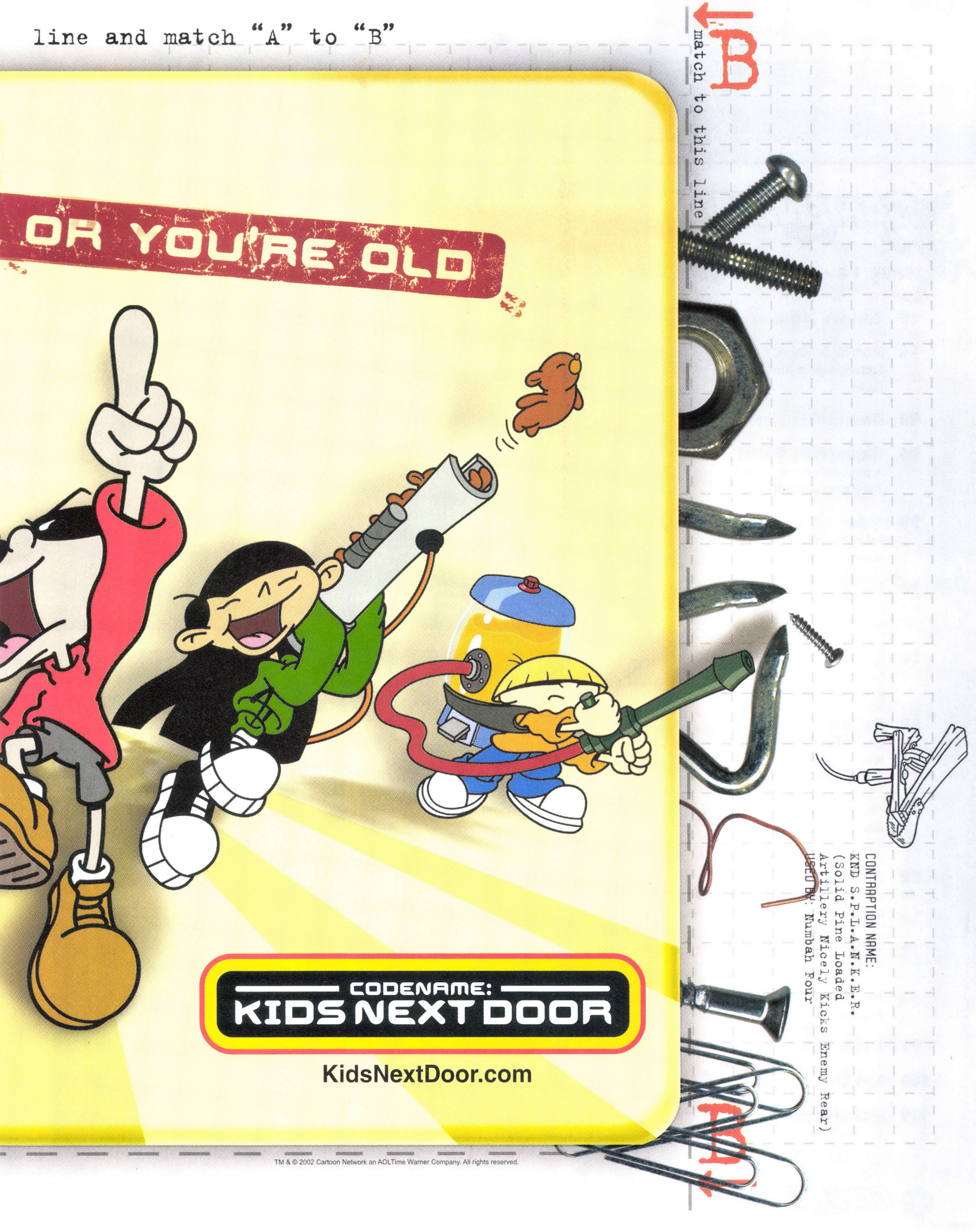
B
match to this line
OR YOU'RE OLD
CODENAME:
KIDS NEXT DOOR
KidsNextDoor.com
CONTRAPTION NAME:
KND S.P.L.A.N.K.E.R.
(Solid Pine Loaded
Artillery Nicely Kicks Enemy Rear)
USED BY: Numbah Four
B

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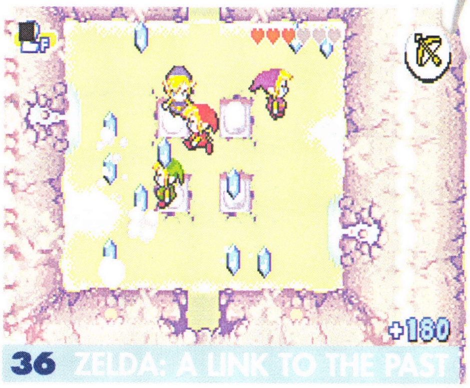

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SCOTTY**WITTLAKE**
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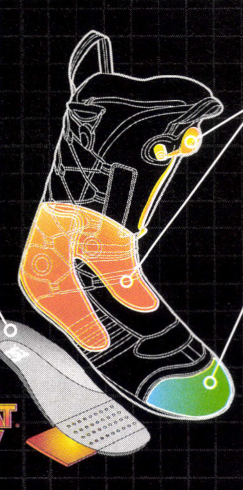
MODEL FEATURED:
THE **PHANTOM2**
IN LIGHT GREY/RED

THE MOST INNOVATIVE FEATURES - EXCLUSIVE TO DC.



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EDITOR'S NOTE

Mega Blowout GameNOW Super Strategy Extra Bonus!

Hints and Tips for Reading This Rag—New Sections Revealed!

Remember last issue in which I told you, and I quote: "I'm the new editor-in-chief in GameNOWville, and I'm gunnin' for change. Like a tornado thundering down the Plains, I am unstoppable."

Or something like that. Anyway, we went ahead and made some changes already. Don't get your undies in a knot, the changes aren't that radical, but there are more than a few of them. To help you through this traumatic time, here's a handy guide.

THE COVER: We have the **WORLD EXCLUSIVE** review and strategy guide for EA's *007: Nightfire*. This means that the other magazines don't, so it's no use reading them. Note all the cool stuff we've packed into this issue. I know you're in awe, but please close your mouth—you're attracting flies.

EDITOR'S NOTE: That's where you are now—weird. And look below: all the *GameNOW* editors and art staff. What a nice bunch of people! Except for Phil.

READERS' RANTS & RAVES: Letters are traditionally closer to the front in other magazines, so why don't we do that, too? Because we're dronelike followers, that's why. Just kidding—it's because your letters are fun to read and answer.

GAMENOW GALLERY: New section alert! The ***GameNOW* Gallery** is where we highlight cool things about gaming. Anything goes. This month: Lara Croft. Next month: Phil.

REVAMPED PREVIEWS: Turn a few pages and read **News NOW** before resting on the revamped Previews section, which we renamed **HotNOW**, focusing on the 10 hottest games coming soon.

MORE FEATURES: We've included mini-features that will make your gaming even more fun than it already is. In **Your Holiday Wish List**, you'll find a humorous and helpful look at the best—and worst—in gaming. And, of course, we can't wait to see what you get us! Also, check out the ***Animal Crossing* Bulletin Board**, packed with useful playing tips for this extraordinary gaming experience.

MORE STRATEGY! Ask and you shall receive. We've added more pages to our Strategy section. Ethan's most excellent ***007: Nightfire*** **strategy feature** is simply wondrous to behold. And Miguel beefed up **Tricks NOW** to be bigger and better. You'll notice, for instance, that we've included actual tips from game testers. Hey, they have ALL the secrets. It's time to share. Also, check out our exclusive **Top 10 *Ratchet & Clank* strategies**—straight from the game's maker, Insomniac.

WE'VE GONE PC: We've added **PC games** to our list of platforms. This month, there's a little. Next month, a little more and so on. You play PC games, don't you? *Don't you?!*

That's it for this month. Hang in there, the ride's only just beginning.

Tom

GameNOW Crew

Carrie Shepherd
Managing Editor

After a month of doing errands for the ingrate characters in *Animal Crossing*, Carrie has almost paid off her second expansion and plans to retire to Lunar Island. Or maybe build a new story on her tastefully furnished home.

Phil Theobald
Reviews Editor

Phil's life has gotten pretty sad. Before, he was on a quest to collect every NES game ever made. Now, with *Animal Crossing*, he's playing a game where he collects NES games. Pathetic.

Ethan Einhorn
Previews Editor

Ethan has seen the future of console gaming, and it's all online, baby. *SOCOM* has turned him into a two-hour-a-night addict (his handle is EthanGameNOW), and *NBA2K3* is the first sports game that he actually cares about.

Miguel Lopez
Strategy Editor

Miguel brings his experience as an online editorial monkey and overall dork to *GameNOW*'s formerly distinguished roster. He'll be in charge of setting up strategy coverage, so if there's something missing, blame him.

Andrew Burwell
Senior Art Director

Andrew's dying to play *Steel Battalion*. It's been sitting in the office for a week now, but this deadline is keeping him from his duties as a VT pilot. I...want... my...V...T... (sung to the tune of "Money for Nothing").

Nicole Tanner
Associate Art Director

Nicole has been designing magazines for two years. But she's been playing games since she was 5, when her family got a Vectrex (which, by the way, she still has and plays occasionally).

GAMENOW

EDITORIAL

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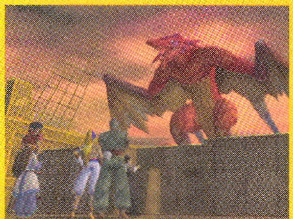

Add hours of gameplay with multiple side-missions and mini-games.

TEEN
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EIDOS
INTERACTIVE

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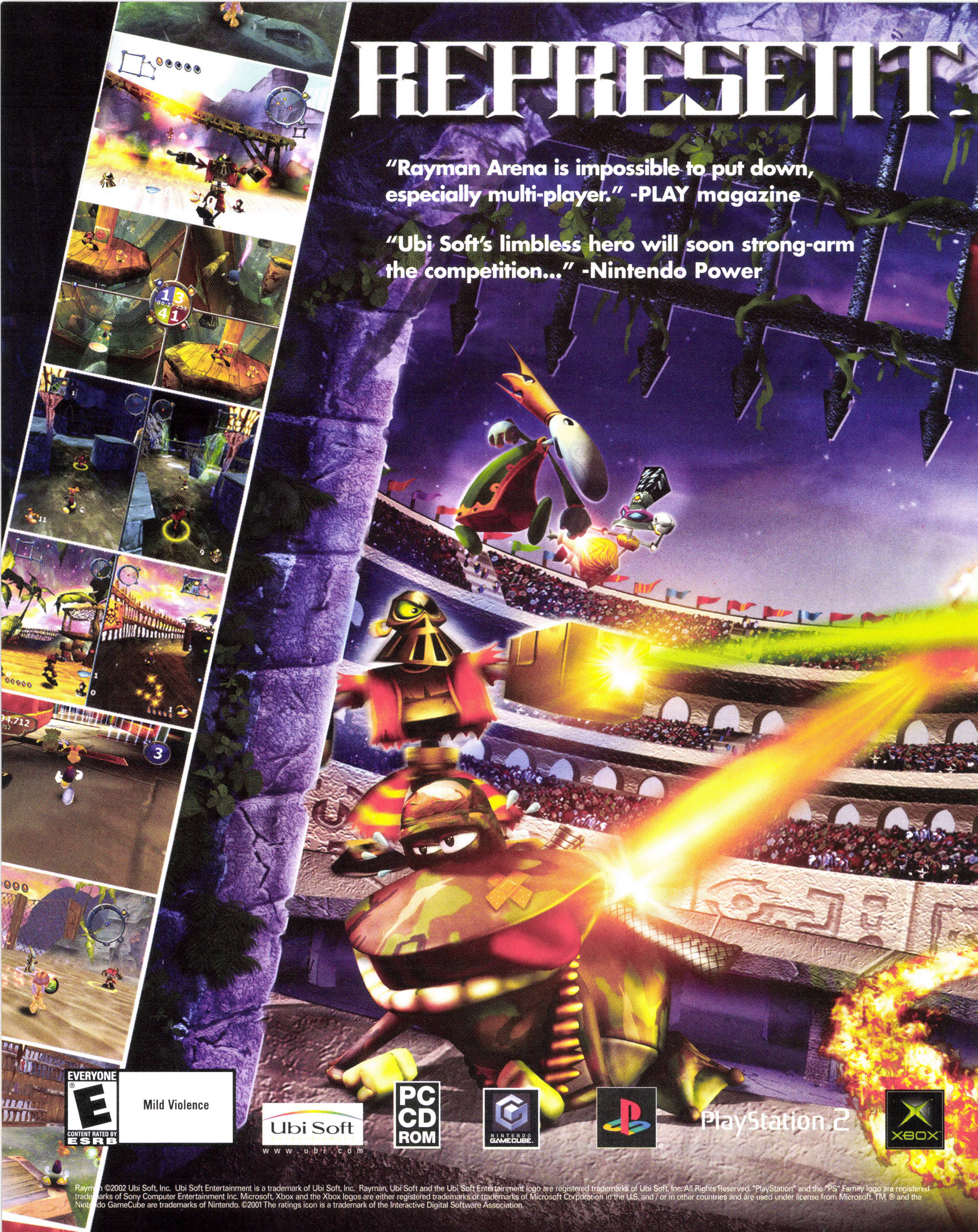

"Rayman Arena is impossible to put down, especially multi-player." -PLAY magazine

"Ubi Soft's limbless hero will soon strong-arm the competition..." -Nintendo Power

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when you can control time?

to take free enemies or grab any hassle.

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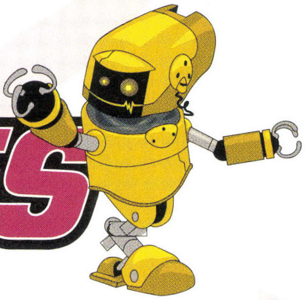
RANTS & RAVES



Lonely Editors Seek Validation! We ♥ Mail!

SPOUTING OFF

Dear GameNOW,

I used to be a huge fan of *Expert Gamer*. Ever since you started to release *GameNOW*, for me, it wasn't as good as I thought it would be.

It's really not entertaining that you focus on previews and not strategy. I have *EGM* for that. You guys used to rock; now it's like you're just being plain lazy. Well, I had to let some steam off.

Anthony
daevilzapy@lycos.com

You'll be happy to hear that we're gearing up to make strategy a primary focus again. We have a new editor in chief and a new strategy/codes editor, and we'll be redesigning with our February issue. We're doing it all for you, Anthony, because you're our favorite reader—even if you are a whiny baby.

CRAP QUERY

Dear GameNOW,

First of all I just wanna say your mag ROCKS! What I want to know is do you play those games? You know, the ones from Crap From the Past? The thing is, all old games before Super NES are Crap From the Past! The other thing I want to know is how do you decide what will be the next Top Ten List in the Fan Club section? Oh, and the Mega Man box art [*GN*11] does look like crap; it makes me puke.

Xion bon
roarlon360@msn.com

All old games are crap? Don't tell Miyamoto, who made such "crap" as Donkey Kong or Super Mario Bros. well before the NES! You probably like Phantom Menace more than Empire, too, huh? Anyway, newskool, the nightmare of playing bad games never goes away. We've played all the Crap games, and reliving the experience in our Crap section helps us purge the horror. The Top Ten List provides a secret peek into the inner workings of our editors' brains. All that info, floating around in there, compiled into enumerated lists.

SUBS = SMART

Dear GameNOW,

I've been subscribed to your magazine for six months now and you guys are the best. I love your mag—you guys rule over any magazine. The only reason I didn't subscribe before is because my mom wouldn't let me, but believe me I would have.

Jessie Martin
jessiemartinmartin503@hotmail.com

Thank God your mother saw the light. A GameNOW subscription saves hours of Internet trolling and helps provide concrete video game knowledge for making conversation—which is vital if you ever want to make friends.

FUN AND GAMES

Dear GameNOW,

I've noticed that a lot of "hardcore" gamers are always talking about how much "depth" a video game has. As much fun as some games can be, that is all they are. Fun. Just fun. Not symbolic or meaningful. Video games are meant for fun and some people just take it too far. What are your feelings on this?

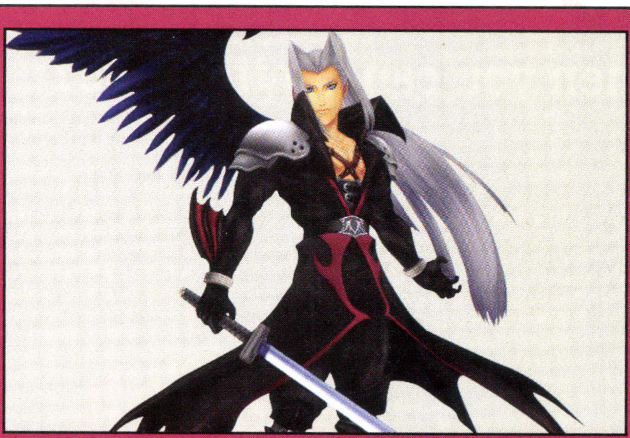
David Bell
majormoviefan@hotmail.com

That's what they used to say about movies, too! Still, it's a matter of perspective. On one level, games are just meaningless entertainment. On another level, there are subtleties that hardcore games and intellectuals can groove on. On still another level, there are a lot of people looking down and laughing at the geeks arguing about post-modern symbolism in Mario. As for us, we prefer to save our thinking for things like splitting the check at lunch.

GAME IDEA

Dear GameNOW,

I am 14 years old and in history class today we were discussing the journey of Lewis and Clark. I want-



LETTER OF THE MONTH

BASS BASH

I've been reading this mag for about two years now and had seen something about *Kingdom Hearts*, a combination of Disney and *Final Fantasy*. I was like, "Wow! I love *Final Fantasy* and Disney—I have to get this game!" But recently while looking up reviews on it, I read something that disturbed me: The voices of the characters are going to be provided by people like Lance Bass of *NSYNC, who will be the voice of Sephiroth.

I was like, "No, they can't kill one of the evilest, coolest baddies of all time by giving him Lance Bass's voice," but as I read on, I also learned that Aerith's voice is being provided by Mandy Moore! I'm sorry to all you people out there who are fans of these people, but I see WAY too much of them on TV, I don't need to listen to them while I play what had promised to be a pretty cool game. Well, there's always the Mute button.

Kris Rinay
mystcloud2000@yahoo.com

You know who would have been the perfect voice actor for Sephiroth? Walken. Christopher Walken. His creepy speech patterns would have given FF7's Aeris-killer the perfect sense of, well, evil. Definitely much scarier than any voice that a bubblegum pop-singing pretty boy could ever manage. Still, it could have been worse. Imagine the horror if Square had decided to go with prop-comic, TV long-distance service pitchman and ugliest man alive, Carrot Top, to play Seph. You'd be begging for Lance Bass at that point, we guarantee you. Flash-in-the-pan voice actors aside, Kingdom Hearts is still a great game. And hey, it does have James Woods in it (as Hades, of course). James Woods is pretty cool.

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ed to know if you think that this subject would be a very good game. I was thinking along the lines of kind of a *SOCOM*-type game where you command your core to gather food, journey ahead or stand his ground. I was also thinking, combine this with a type of *The Way of the Samurai*-type game where everything you say or do affects what happens next.

I don't know if you design games, but if you do please contact me; if you don't design and you know the email address of someone who does, please tell me. Thank you for actually listening to a teenager about a game idea. Please respond as soon as possible; I'd really like a professional's opinion.

Spencer
spencer@reichley.com

Getting a magazine out is way too time-consuming for us to be designing games on the side. (Not that we couldn't do it.) But, we were kind enough to send your letter to a real game designer, who had this to say:

"Hi Spencer. Have ever heard of a game called Oregon Trail? It simulated the journey of early American settlers, and for its time, it was pretty rad (The Learning Company is still hawking versions for PC even to this day, but the original came out in about 1980). The story of Lewis and Clark is definitely an adventure-filled epic, but it might do better as an RPG than an action game, since there was very little fighting that happened during the mission—it was much more about exploration. Rumor has it a big-budget studio version of the trip is planned, so maybe we'll get to see a game version released to coincide with that."—Chris Charla, Digital Eclipse Software

Thanks Chris. Hmmm...maybe if Lewis was a bear and Clark was a bee this thing just might take off.

IS BIGGER BETTER?

Dear GameNOW,

Um......I just wanna know how come your mags are so small?? We gamers like BIG mags like *EGM* and *GamePro*—200 'n' something pages worth of information. Can you guys please answer me and tell me why you put us fans through this?

Junior
jkalibur4eva@nyc.rr.com

Junior, learn it now: It's not the size, it's what you do with it. We'll get bigger—and we don't mean in a Swedish sort of way. Going forward, our goal for GameNOW is to pack as much info and entertainment goodness into our mag as possible.

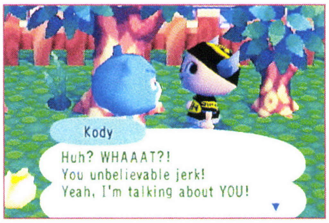
N64 TREASURE

Dear GameNOW,

In your October issue, you said that *Animal Crossing* was a port of a Nintendo 64 game. I don't have a GameCube but I do have a Nintendo 64. The problem is that I can't find the N64 version of the game. Does it exist? If so, where can I find it?

By the way, your mag rocks!

Michael Zadjura
Kzadjura@msn.com



Kody

Huh? WHAAAT?!
You unbelievable jerk!
Yeah, I'm talking about YOU!

As Animal Forest** is to **N64, Animal Crossing** is to **GameCube.

Michael, if you were truly hardcore, you'd know that the N64 precursor to Animal Crossing is called Animal Forest (or Doubutsu No Mori in Japan). It's fairly rare, but at press time there were copies on eBay—but they were about $100. Good luck playing, though, because the copious amounts of text are all in Japanese....

Oh—and we think you rock, too.

THREE QS

Dear GameNOW,

I have been reading your mag for quite some time now. Every single issue makes me laugh. I don't know what your demographics are for this mag, but some of these references some younger generations may not get are extremely funny.

Anyway, I have comments, suggestions and questions.

First, this mag rocks! I figure everyone else says it and so will I. That's why I propose that the cover of the mag you're working on now should read in big bold letters, "OUR MAG ROCKS!!! say *GameNOW* fans."

Second, is my first question. What's with the "*GameNOW* Crew: Changes ahead"? Second question. How do your Top Ten lists read? Is one or 10 the worst? If one is, then shouldn't 10 go first? (Reading 10, 9...1.)

One more. Where can I find Neo-Geo Pocket games? I can't find them anywhere.

James Turk
jturk3@yahoo.com

First, GameNOW moved from Oak Brook, Illinois, to San Francisco, and some of its staff opted not to make the move. With the new staff, you can expect lots of changes, but don't worry—the mag you know and love will endure. The Top Ten lists the No. 1 game first—and you've obviously spent more time analyzing the procedure than we have.

Third: eBay. eBay. eBay. When all else fails, there's always eBay.

WHY SUBSCRIBE?

Dear GameNOW,

I've been reading *GamePro* and *EGM* for a while now, though I have never subscribed to either of them, nor any other gaming mag for that matter. Now, what exactly makes *GameNOW* better than *EGM* or *GamePro*? Or any other gaming mag for that matter?

Tell me, why should I subscribe?

Justinw303
Saraland, Alabama

Well, Mr. Smarty-Pants Consumer Dude, maybe we should be asking you a similar question: Why do we want YOU as a subscriber? Are YOU special in any way? Do you have any benefits that make you worthy of reading GameNOW? Of our millions of readers, what makes you so hot?

How about we do this: We will give you a one-year subscription to GameNOW, but only if you promise to check in with us from time to time to let us know how we're doing. Then we'll call you Mr. Smarty-Pants Focus Group Dude. Deal?

OddBall Letter of the Month

I love the *Star Wars* games that make you grab a flashlight and pretend to be a Jedi. Or the *Mario* games that make you grab a flower and try to shoot fireballs. I mean don't you just love it when games are that great? When *Grand Theft Auto III* came out I grabbed a cardboard box and drove as fast as I could.

T. Ramos
trick_man01@hotmail.com

Um, yeah. Stay off the roads, everyone. Ramos the freak is on the loose.

WANNA PARTY?
Tommy
Angelica
Invader Zim
Eliza
Otto
Jimmy Neutron
SpongeBob
Reggie
Nickelodeon Party Blast

You're Invited

You're invited to the wildest, messiest most insane party ever organized.

Who You and all your friends

Where Your house

When Whenever

What Nickelodeon Party Blast. Food fights, tube races, pipe mazes, Goooze jets, basketball on skates and more. It's wild. It's messy. It's a blast.

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www.nick.com

Xbox™ screenshots shown

INFOGRAMES™ NINTENDO GAMECUBE PC CD ROM XBOX

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief

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FAN MONTH

A Quick Look At What's Selling This Month

DECEMBER GAME RELEASES

BE ON THE LOOKOUT FOR THESE FINE GAMES!

GAME BOY ADVANCE

- Kirby: Nightmare in Dreamland
- The Legend of Zelda: A Link to the Past
- MLB Slugfest 20-03
- Mortal Kombat: Deadly Alliance
- Moto Racer
- Phantasy Star Collection
- The Recruit
- Street Fighter Alpha 3

GAMECUBE

- BattleBots
- Dragon's Lair 3D
- Match Point Tennis
- Mike Tyson Boxing
- NCAA College Basketball 2K3
- SpongeBob Squarepants: Revenge of the Flying Dutchman
- Super Bust-A-Move 2
- Tom Clancy's Ghost Recon
- Whirl Tour

PLAYSTATION 2

- Coaster Works II
- Dark Angel
- Dragon's Lair 3D
- Evolution Snowboarding 3
- Fisherman's Bait 2003
- Mystic Heroes
- NCAA College Basketball 2K3
- Pool
- RPG Maker 2
- Smash Cars
- Star Wars: The Clone Wars
- Tom Clancy's Ghost Recon
- U.S. Open Tennis

XBOX

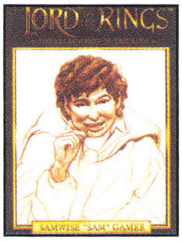
- Black Stone: Magic & Steel
- Brute Force
- Crimson Sea
- Dark Angel
- Frogger Beyond
- GameShark
- Haven
- Metal Dungeon
- NCAA College Basketball 2K3
- Top Angler

WHAT'RE THEY 'FINKIN'?! (WTF?!)

Every now and again, something arrives in our office that makes us scratch our collective heads and has us wondering just what these companies are thinking. Here are some of our current favorites.

Lord of the Rings Trading Card

Universal's crappy *LOTR* game for Xbox feels pretty rushed, but this is bad. Apparently, the free trading card included with it was rushed out the door, too. Check out the name of Frodo's travelling companion. Sam Gamee? You'd think the official game based on Tolkien's books could spell "Gamgee" right.



A Sound of Thunder

Bam's upcoming game, *A Sound of Thunder*, is based on the upcoming Edward Burns movie of the same name. It might turn out to be pretty fun and all, but an Edward Burns game? What's next, *The Brothers McMullen* and *Sidewalks of New York* for the PS2?

U.S. TOP TEN

THE 10 BEST-SELLING GAMES OF AUGUST

1. **Madden NFL 2003** (EA/PS2)
2. **Super Mario Sunshine** (Nintendo/GC)
3. **SOCOM: U.S. Navy Seals** (Sony CEA/PS2)
4. **NCAA Football 2003** (EA/PS2)
5. **Madden NFL 2003** (EA/Xbox)
6. **Grand Theft Auto III** (Rockstar/PS2)
7. **Yu-Gi-Oh!: Dark Duel Stories** (Konami/GBC)
8. **Dead to Rights** (Namco/Xbox)
9. **Gran Turismo 3** (Sony CEA/PS2)
10. **Medal of Honor Frontline** (EA/PS2)

READER TOP TEN

1. **Super Mario Sunshine** (Nintendo/GC)
2. **Grand Theft Auto III** (Rockstar/PS2)
3. **Kingdom Hearts** (Square/PS2)
4. **Yu-Gi-Oh!: DDS** (Konami/GBC)
5. **SOCOM: U.S. Navy Seals** (Sony CEA/PS2)
6. **DBZ: Legacy of Goku** (Infogrames/GBA)
7. **Yoshi's Island: SMA3** (Nintendo/GBA)
8. **Yu-Gi-Oh!: FM** (Konami/PS1)
9. **Resident Evil** (Capcom/GC)
10. **Halo** (Microsoft/Xbox)

To enter the Reader's Top Ten send your info to this address:

game_now@ziffdavis.com

EDITORS' TOP TEN

WHAT THE GAMENOW STAFF IS PLAYING INSTEAD OF WORKING

- Number 1: **Animal Crossing** (Nintendo/GC)
- Number 2: **Super Mario Sunshine** (Nintendo/GC)
- Number 3: **SOCOM: U.S. Navy Seals** (Sony CEA/PS2)
- Number 4: **Yoshi's Island: SMA3** (Nintendo/GBA)
- Number 5: **Castlevania: Harmony of Dissonance** (Konami/GBA)
- Number 6: **007: Nightfire** (EA/Xbox)
- Number 7: **Kingdom Hearts** (Square/PS2)
- Number 8: **Star Fox Adventures** (Nintendo/GC)
- Number 9: **Sly Cooper** (Sony CEA/PS2)
- Number 10: **Blinx: The Time Sweeper** (Microsoft/Xbox)

JAPAN TOP TEN

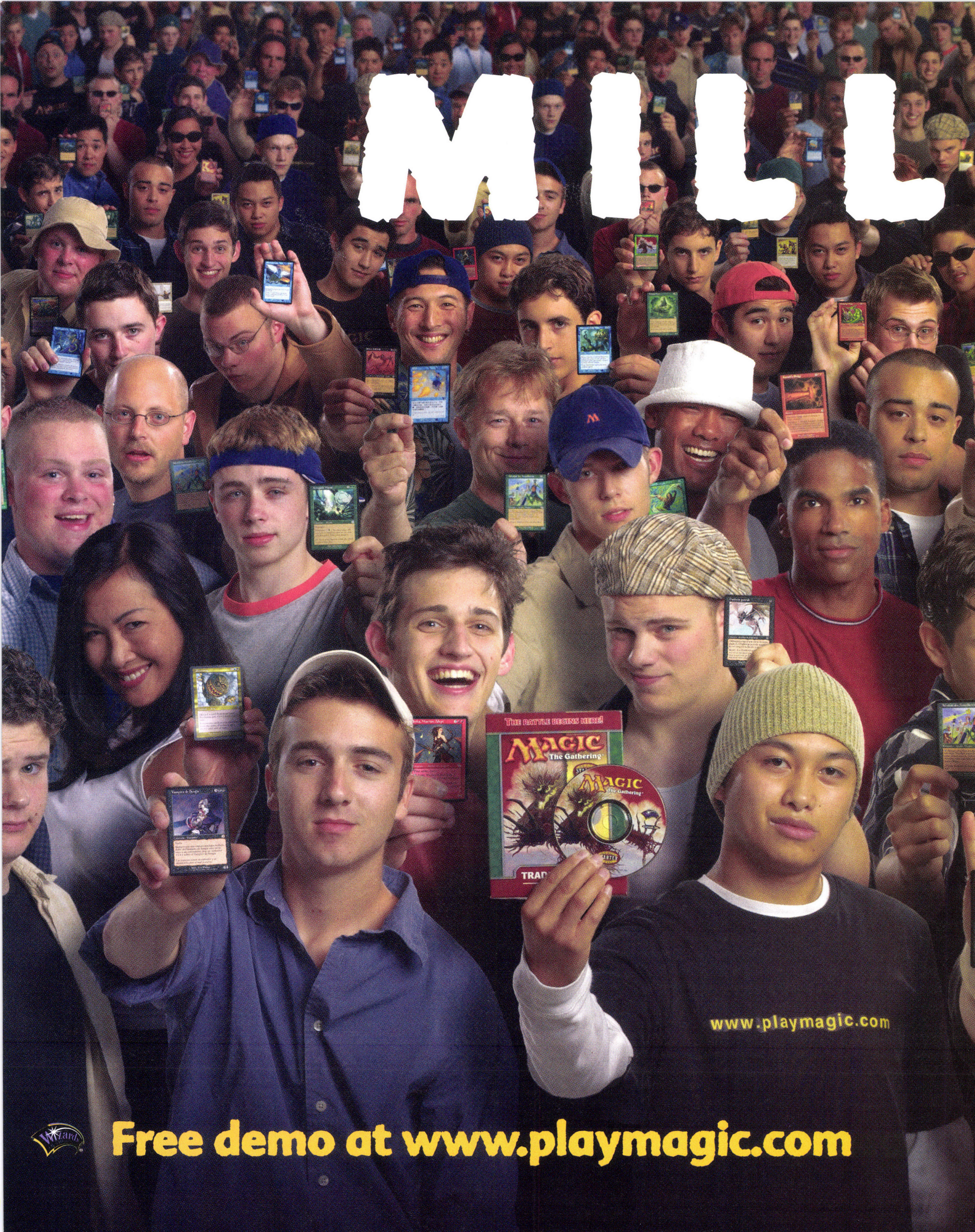
JAPAN'S 10 BEST FROM 9/23 TO 9/29

1. **Star Fox Adventures** (Nintendo/GC)
2. **Prince of Tennis: Sweat & Tears** (Konami/PS1)
3. **Yoshi's Island: SMA3** (Nintendo/GBA)
4. **Culdcept II—Expansion** (Sega/PS2)
5. **Dynasty Warriors 3: Moushouden** (Koei/PS2)
6. **Energy Airforce** (Taito/PS2)
7. **Yamasa Digiworld SP** (Yamasa Entertainment/PS2)
8. **.hack//Malignant Mutation Vol. 2** (Bandai/PS2)
9. **Marvel vs. Capcom 2** (Capcom/PS2)
10. **Saisoku! Zokusha King** (D3/PS2)

THE FIRST

THE BEST

THE FEW


MILL
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So no two games can ever be the same.
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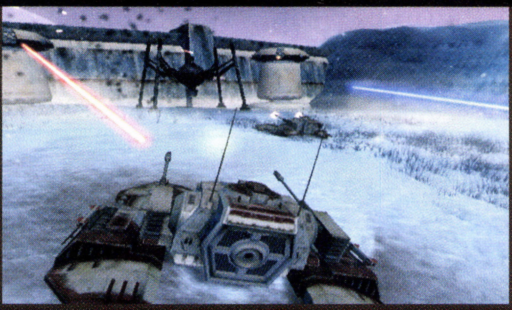
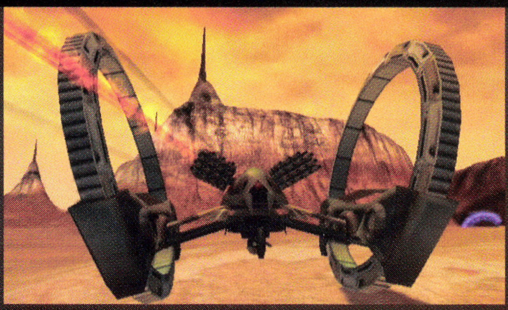
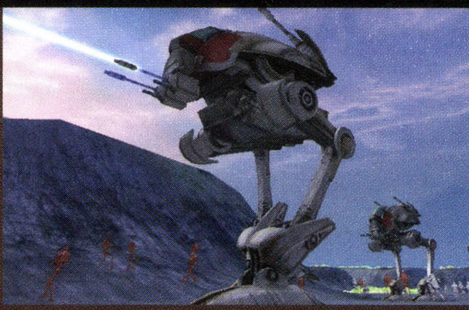


Pilot over five land and air combat units.



Engage in close combat to all out warfare.



Battle through 16 missions on six vast worlds.

PANDEMIC

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Where Episode II ends, your battle begins.

Defend the Republic on the ground and in the air across the battlefields of six different worlds. Battle through four multiplayer modes, including team-based strategy, deathmatch, king-of-the-hill and co-op endurance. Or lead your clone troopers to victory in an epic single-player campaign as Mace Windu, Anakin Skywalker and Obi-Wan Kenobi. Your directive: crush the Separatist armies!

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THE
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NINTENDO GAMECUBE

PlayStation 2

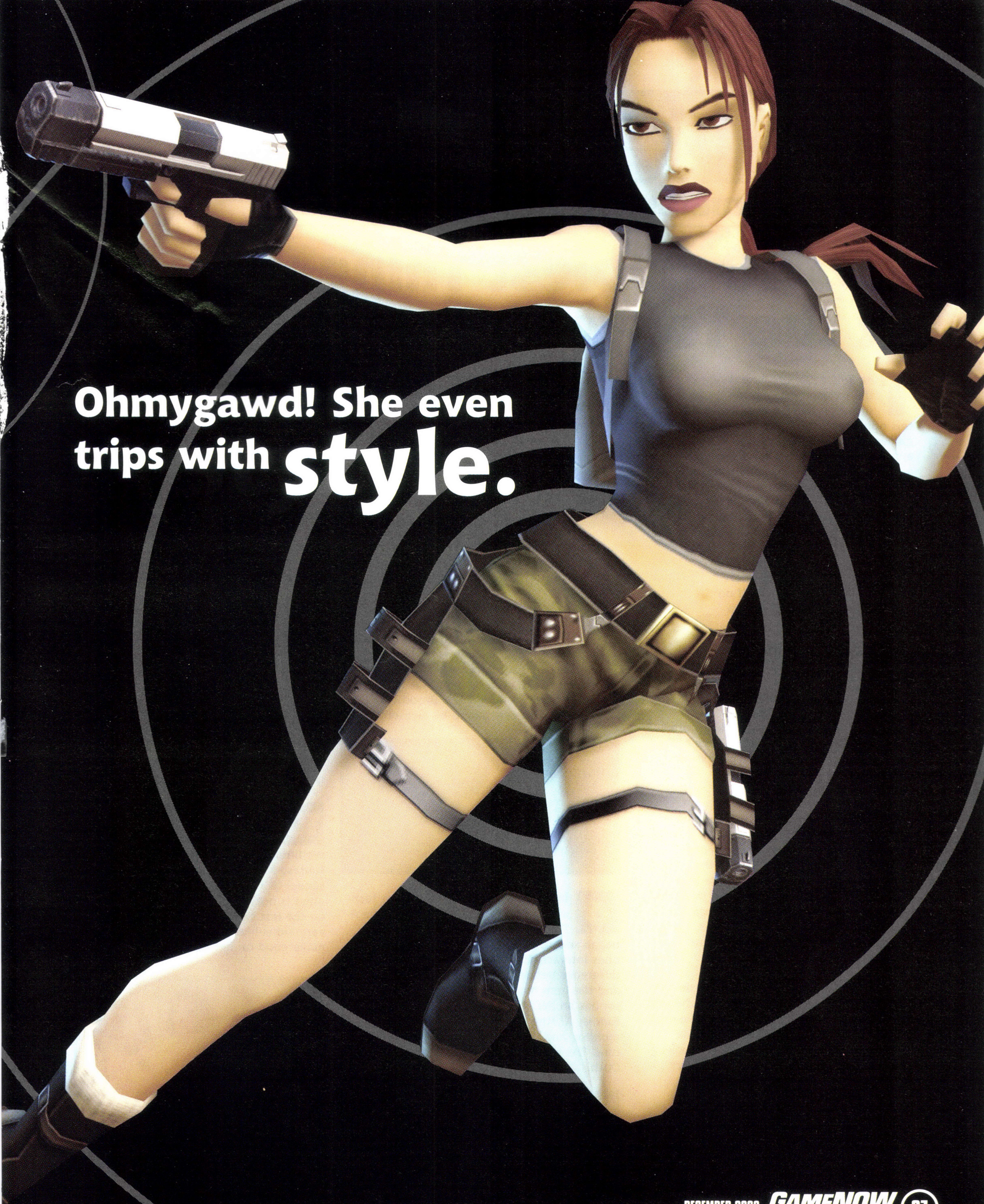
TEEN T
CONTENT RATED BY ESRB
Violence

GALLERY

With the December release of *Tomb Raider: The Angel of Darkness*, we thought you'd like to be reminded of why you like the *TR* series so much. The next iteration of the series is currently scheduled for both PS2 and PC. Enjoy...

"Do I look like I'm free on Saturday night? In fact, do I look like **I'm free on any night?"**

"I swear it will be a good game. Cross my heart and hope to die. Wait—scratch the 'hope to die' part."



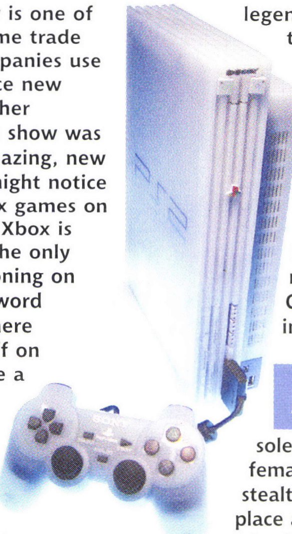
Ohmygawd! She even trips with **style.**

NEWS NOW

Announcements, Tidbits and Rumors

Top 10 Coolest Things at the Tokyo Game Show

The Tokyo Game Show is one of the biggest video-game trade shows. Japanese companies use this opportunity to introduce new games and make various other announcements. This year's show was a display of solid, if not amazing, new titles. Sharp-eyed gamers might notice a lack of GameCube or Xbox games on this list, but that's because Xbox is nearly dead in Japan, and the only new software worth mentioning on GameCube usually has the word "Zelda" or "Mario" in it. There was still plenty of nifty stuff on parade, so sit back and take a look.



1 **Milky White PS2:** It's not as if the Ocean Blue and Zen Black limited editions weren't cool enough. Slightly translucent, the PS2's inner workings are semi-visible through the casing. Each Milky White PS2 comes with a matching vertical stand, controller and DVD remote.

2 **Devil May Cry 2:** The baddest (that's "bad" as in "good") game in the West returns with a sequel, scheduled for early 2003. Dante, the gun-totin' hombre with the shock-white hair embarks on his second adventure, this time with a playable female partner, Lucia. While Dante still relies on the ol' revolvers, Lucia uses twin khopesh swords to slice and dice the opposition.

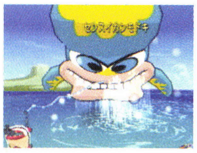
3 **Virtual On Marz:** We're a little surprised that Sega's famous mech-based action game is on PS2, since the most recent arcade version seemed to be Xbox material—but we're not complaining. Looking good, moving fast and playing great, *Marz* should hit shelves in Japan in early 2003. Here? We'll keep you posted.

4 **Taiko No Tatsujin:** Namco barges in on Konami territory with a music rhythm game revolving around the legendary Japanese taiko drum. Translated as "professional drummer," *Taiko No Tatsujin* comes with drumsticks and a taiko drum pad. Stick bangers best not hold their breath, though, as the game is not likely to come to the States. Curses! (Watch these pages for import information.)

5 **StarCraft: Ghost:** Blizzard unveiled its surprise 3D stealth-action title—for consoles! The game centers on Nova, a female Ghost (*StarCraft*'s elite Terran stealth unit) on a mission that takes place after the PC game's Brood War episode. This one should be awesome.

6 **Irem PS2 monitor:** While not technically at TGS, Irem (makers of the *R-Type* series of shooters) recently began selling a PS2 monitor, similar to the ones Interact has released in the States. The difference between the domestic versions and the Irem monitor is that the Irem monitor has an INCREDIBLE picture. We saw *Final Fantasy XI* (the online one) running on this monitor, and it had a sharp, widescreen picture. The sticking point? It costs about $400. Ouch.

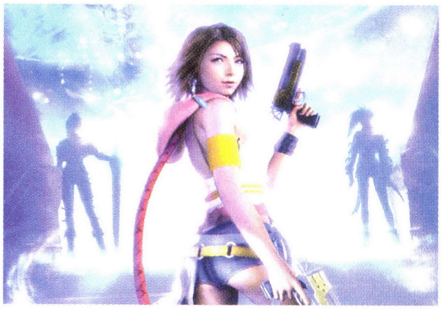
7 **Space Fishermen:** A cel-shaded fishing game for PS2? Yeah. We're serious. But it's much more than that. It's a "fishing" game in space. You're a little guy squaring off against giant fish in a galactic pond. It looks as if it were designed by the *Ren & Stimpy* guys (but it's not), if that means anything to ya. No U.S. publisher has picked up the rights to this weird game, but who could resist? It has the best name in the world.



8 **Booth Babes:** We hate to say it, but there's nothing wrong with being at a show where dozens of lovely ladies hand out pamphlets while wearing their employers' logos.

9 **Final Fantasy Tactics and Onimusha Tactics:** Strategy-RPGs don't get enough respect in this country. Is it the slow-paced action, the limited graphics perspective or the often-impenetrable depth of the gameplay? We're not sure, but hopefully that will change with the release of Square's *Final Fantasy Tactics Advance* (the GBA sequel to the original PlayStation hit) and Capcom's *Onimusha Tactics*. Move around grids, chess-like, to conquer your enemies with precision and skill.

10 **Final Fantasy X2:** Although Square didn't show it at its booth, this poster was for sale at goods shops. We later discovered the image is for *Final Fantasy X2* (working title). Is this the neo-sequel to *Final Fantasy X* that *FFXI* (online only) is not? Note that the feminine body on the left side of the poster is holding a very Tidus-like sword. Maybe Yuna will make good on her promise to find the boy.



SONIC TEAM
Missed one.
SONIC THE HEDGEHOG
SONIC 2
SONIC 3
SONIC & KNUCKLES
DR. ROBOTNIK'S MEAN BEAN MACHINE
SONIC SPINBALL
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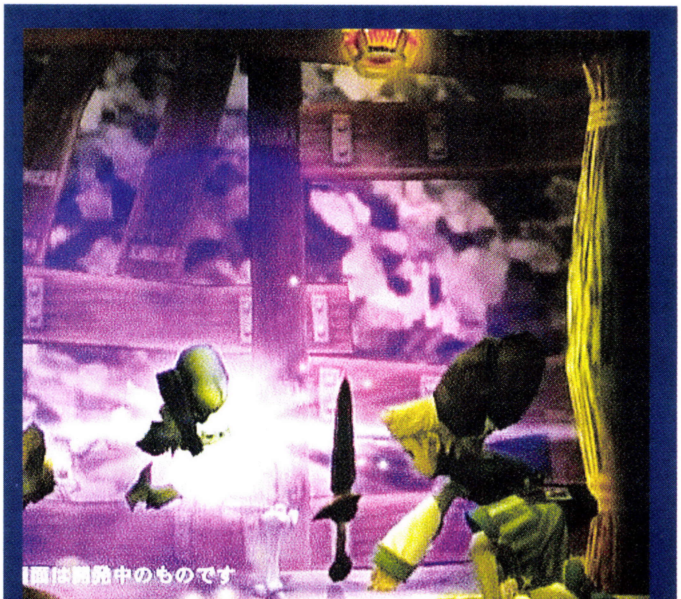


Nintendo Reclaims Final Fantasy

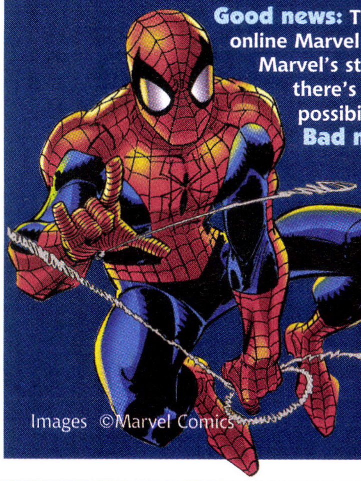
Crystal Chronicle Info Trickles In

PS2 *Final Fantasy* players: Start saving for a GameCube (and a Game Boy Advance). *Final Fantasy Crystal Chronicle*, GameCube's first *Final Fantasy* title, is alive and kicking—and slated to ship this spring in Japan. Little is known about the game, except that it will interweave the use of GameCube and Game Boy Advance, but speculation is running rampant since ads began running on Japanese television in August. Concept art features lavish, fantasy-style environments, with dungeons, swords and magical attack bursts—and reveals the return of Mog. Maybe this is why Nintendo won't miss Rare....

Good News/Bad News

Good news: There's a massively multiplayer online Marvel superhero game coming! With Marvel's staple of 4,700+ superheroes, there's hella room for gameplay possibilities.

Bad news: The first title isn't coming until 2005. Maybe they need that time.... Publisher Vivendi hasn't done a massively multiplayer game before.



Images ©Marvel Comics

Microsoft Signs Rare

Nintendo Severs Ties

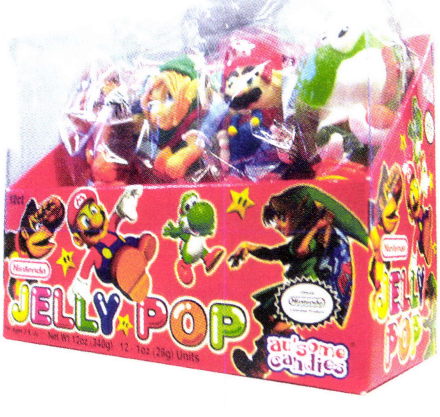
It's official: *Star Fox Adventures* is Rare's last GameCube game. Rare is now signed up to make Xbox games instead. Nintendo claimed to have sold its 49 percent ownership to Microsoft because Rare's "value to the future of Nintendo would be limited," and sent out a press release indicating that Rare accounted for just 9.6 percent of total Nintendo sales in 2001 and 1.5 percent in 2002. Hey, Nintendo: Since Rare didn't release a game in 2002 until *Star Fox* came out, isn't your math a little whacked?! Microsoft thinks so, since it dropped $250 million to pick up the U.K. developer. *Kameo*, Rare's first Xbox game, is slated for a spring release, and sequels to *Perfect Dark* (sporting a revamped Joanna) and *Banjo-Kazooie* will hit Xbox as well.

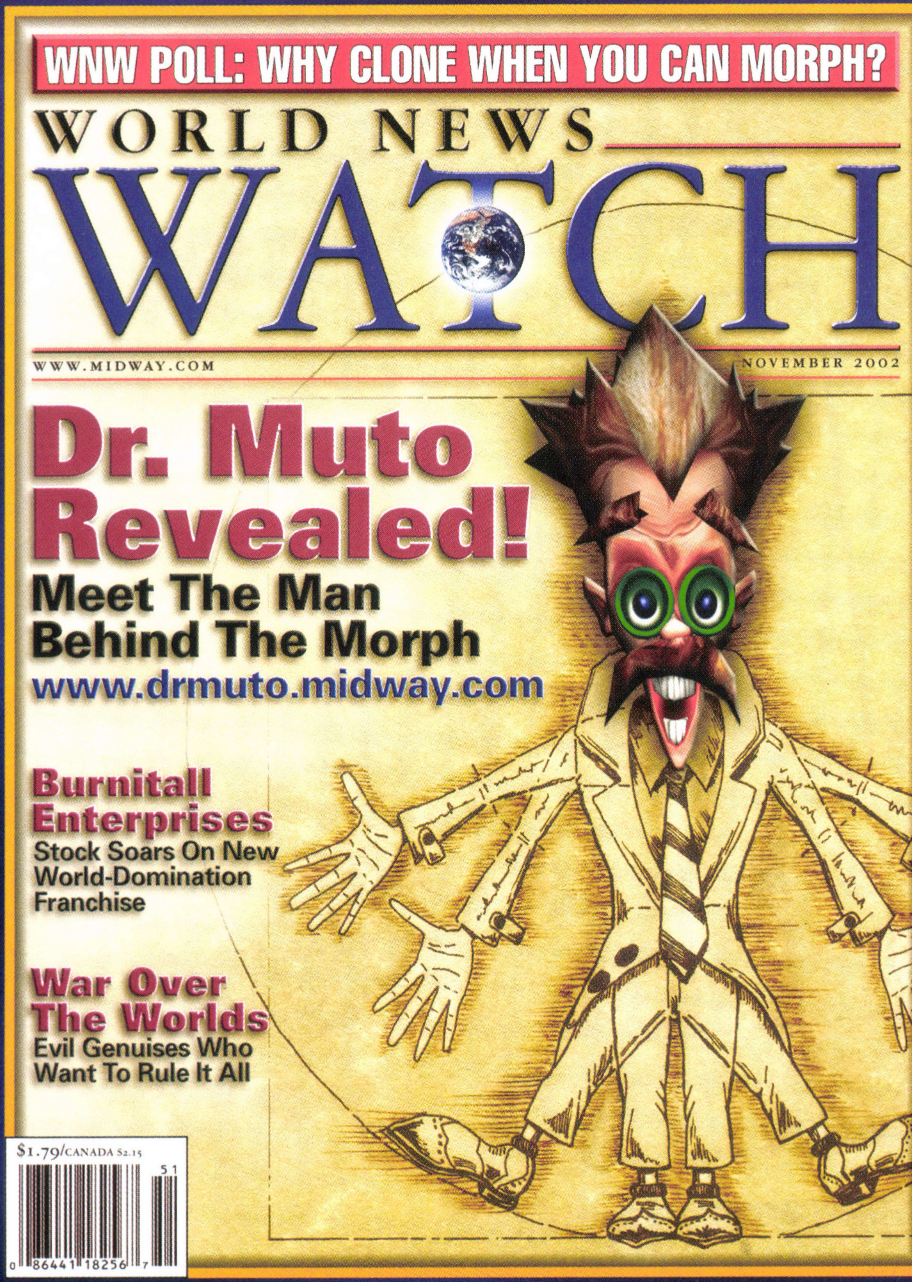
Watch TV and Play PS2 at the Same Time!

Sony Computer Entertainment is developing a new version of the PlayStation 2 that can record TV shows and stores them on a hard disk for viewing later, à la Tivo or RePlay. The company may offer tuner kits to augment PS2s, or it may roll out a new PS2 with built-in functions. Whatever it does, it's likely bound for Japan first, so don't hold your breath.

Yum!

We ♥ Au'some Candies' Nintendo products: Peep these rad, detailed Jelly Pops. Just $10 a 12-pack at Target, Electronics Boutique and other fine stores.





WNW POLL: WHY CLONE WHEN YOU CAN MORPH?

WORLD NEWS WATCH

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NOVEMBER 2002

Dr. Muto Revealed!

Meet The Man Behind The Morph

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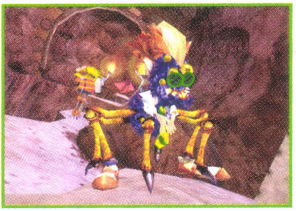
MAD SCIENCE WATCH

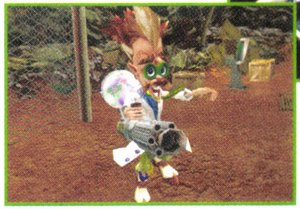
The Doctor Is In



screenshots from PlayStation®2 computer entertainment system

Are You A Man Or A Mouse?

Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Splizz Gun



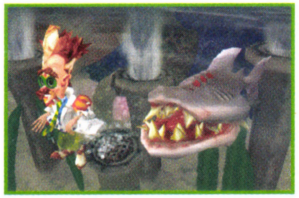
Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller

Dr. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a media frenzy with the unveiling of his amazing new "Splizz Gun" technology. Muto's Splizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone.

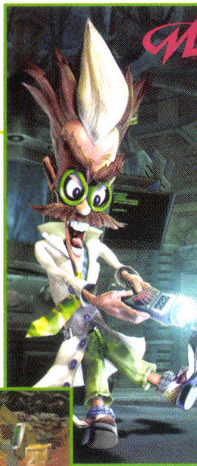
According to Muto, the Splizz Gun's morphing ability will be key in his attempts to rebuild his world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive World News Watch interview. "It's not that I am a megalomaniac, I just want to play God."

Muto's technology is receiving so much attention and interest that he will begin selling the Splizz Gun through TV infomercials next month. Also, leading videogame publisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his bizarre and intriguing life and his Splizz Gun technology. Information about Muto's videogame, simply titled, "Dr. Muto," is revealed on www.drmuto.midway.com, which is a website devoted to Muto's universe of baffling puzzles, mind-bending devices, freakish monstrosities and twisted humor.

Is Dr. Muto the 21st Century's Einstein, or just another madman? Judge for yourself this fall when "Dr. Muto" the videogame releases for next generation videogame platforms.

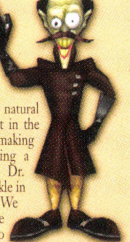


Defend yourself against burly Rent-a-Cops, vicious "Charks," and other benchmen of your rival, Professor Burnitall



PROFILE ON...

Professor Burnitall



As energy magistrate of the Centralis solar system, Professor Gunter Burnitall has outperformed all expectations for energy production by strip-mining and pillaging the natural resources of every planet in the system; he's a master at making energy while demolishing a society. But the genius Dr. Muto has become a wrinkle in his expansion plans. We caught up with the professor recently, who told us, "He's a maniac bent on ruining my beautiful energy empire. That ridiculous Dr. Muto believes he can build a planet from scraps of DNA and terra, then steal my energy reserves as the catalysts! PAH!" Burnitall went on to say that Muto is a renegade terrorist and, "My forces will stop at nothing to destroy the horrible little man, no matter WHAT creature he shapes himself into!"

DR. MUTO™

"WORLD NEWS WATCH NOVEMBER 2002 57

TEEN
CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence
Suggestive Themes

Fall 2002

PlayStation®2

XBOX

Coming Soon

NINTENDO GAMECUBE™

Coming Soon

GAME BOY ADVANCE

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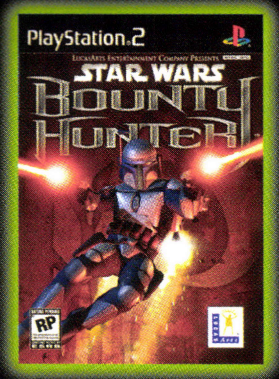

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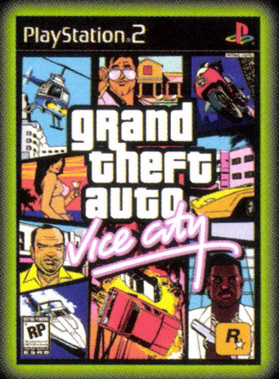

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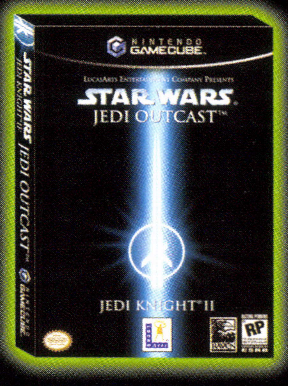

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MATURE
M
CONTENT RATED BY ESRB
Blood
Violence

bam4fun.com/reignoffire

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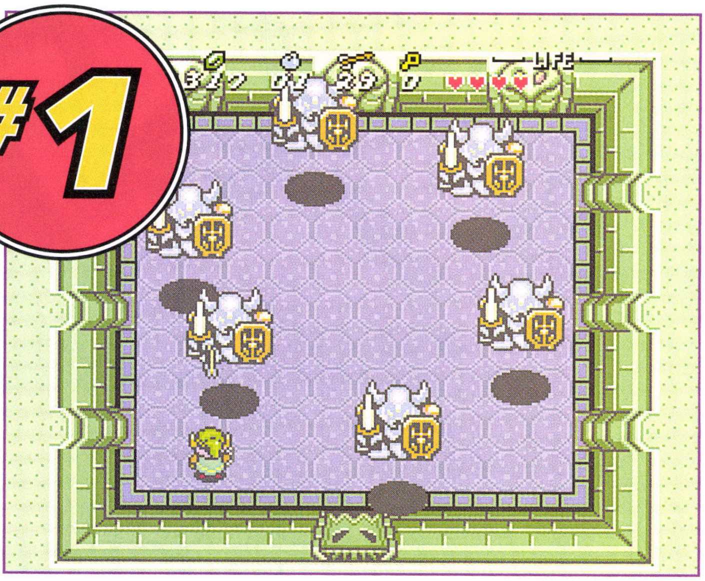
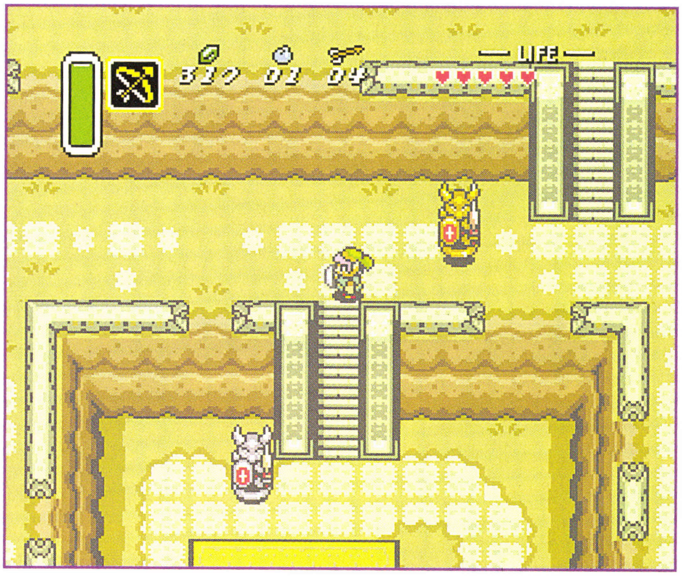
Previews of the Hottest Games Scheduled for Release in December

Seeing as this is the December issue, we thought it would be cool to call out all the big titles that'll be hitting store shelves. We've ranked the following games in order of anticipation, meaning if a title is at No. 1, at least half of the *GameNOW* crew has probably preordered personal copies. Entries No. 2 and 3 are the kinds of games that'll start in-office fistfights to determine who gets to do the reviews in future issues, and Nos. 4 through 10 are games that just have a really positive buzz surrounding them. Remember, these aren't reviews; a game we put near the top might not end up being so hot in final form, and a title that missed this list may wind up being a big hit.

#1





Zelda: A Link to the Past

A True Classic Reborn

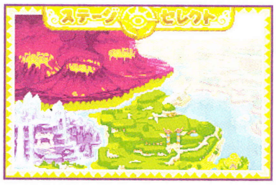
GAME BOY ADVANCE

What's It About?

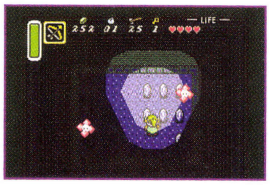
According to a great many people, *A Link to the Past* is hands-down the finest *Zelda* game in existence. And even if you don't take up that (rather strong) viewpoint, there is no denying that the third installment in this series is one of Nintendo's crowning achievements. After the sketchy *Zelda II: The Adventure of Link, A Link the Past* brought the series back to its roots in a brilliant way—specifically, it reintroduced the first game's awesome top-down gameplay, added amazing visuals and set everything around an involving quest that took you to the depths of Hyrule's past.

It's Cool Because

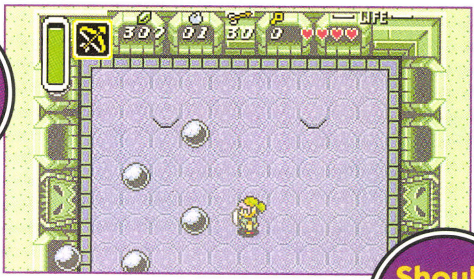
If *A Link to the Past* were a totally original GBA title, everyone in our office would be bouncing off the walls right now. The fact that it's just a Super Nintendo remake is sobering, but only a little—like *Yoshi's Island*, this classic reissue is a big deal in and of itself. Why? Well first off, this is the game where many of the coolest *Zelda* staples make their debut. You dig the hookshot? Guess where it came from. Same thing goes for the Megaton hammer and that whole "parallel world" thing. People call this the granddaddy of all *Zelda* games for good reason.



This ain't no pocket game—in A Link to the Past, Hyrule is simply huge.



As in any good Zelda game, secrets abound. Stay alert!



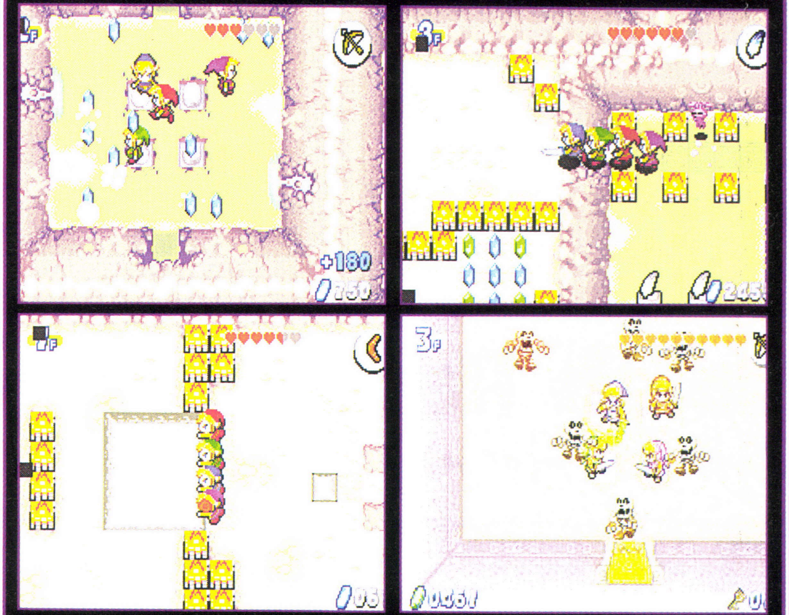
Should We Worry?

C'mon. This is one of the finest examples of game design ever. Perhaps the sound won't be as crisp as it was on the Super Nintendo, but do you really care about that? It's going to look as good, that's for sure, and it absolutely better play as well, lest Nintendo have a few dozen angry mobs outside of its corporate headquarters. So don't worry—Nintendo won't mess this up. The one random factor is the cooperative multiplayer modes that are being added to the game. Sure, they might turn out lame, but this is a great game with or without them. So fear not.

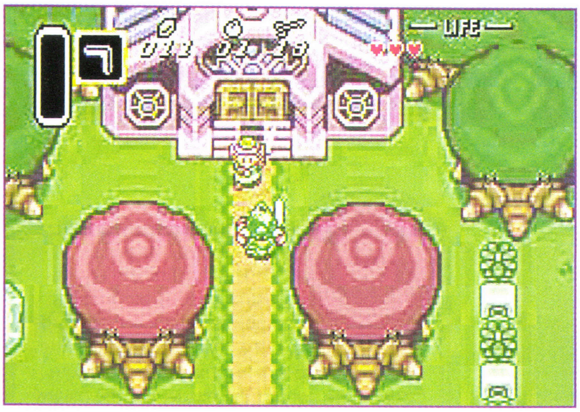
Bottom Line

Don't go thinking that this is a bite-sized adventure. *A Link to the Past* is longer than many modern games, and every minute of it is well-crafted and meaningful. That four-player mode sounds like a fantastic bonus, too. If you haven't played this game, please do yourself a favor and give it a try. If you have played it, then you already know that it's worth re-experiencing, even after all these years. So, is the third installment in the *Zelda* franchise indeed Nintendo's finest hour? If we were ones to make bold statements, we just might say yes.

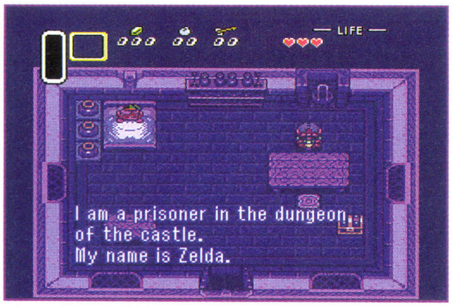
Multiplayer Madness



One of the most exciting features in the Game Boy Advance version of A Link to the Past is the cooperative multiplayer mode. With three buddies, four GBAs, four cartridges and a system link cable, you'll gain access to an all-new series of traps and puzzles. The kinds of stumpers you'll run across will typically force everyone to think as a team. With this setup, you can also save dungeon-crawling time by splitting up and searching rooms independent of one another. It's a GBA LAN party!

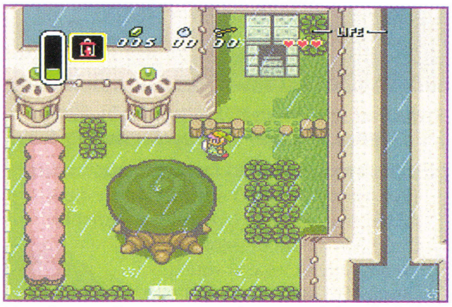


As tradition goes, our hero is very weak at the beginning of the adventure, but as time goes on, he becomes stronger and more capable of knocking out foes.

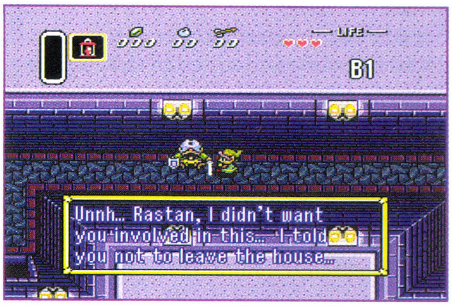


I am a prisoner in the dungeon
of the castle.
My name is Zelda.

The game's opening sequence is amazing. It starts out with Princess Zelda beckoning to you in your dreams...

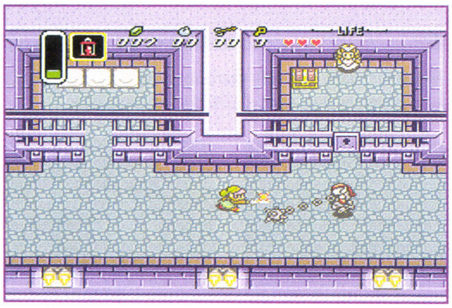


Next thing you know, you're trudging around the outside of Hyrule Castle in the middle of a storm.

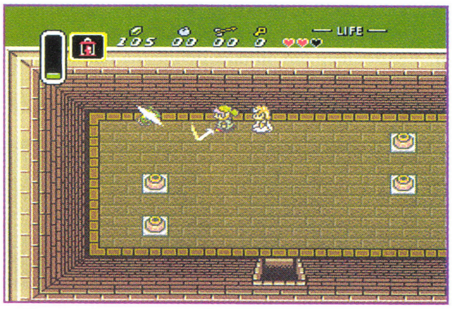


Unnh... Rastan, I didn't want
you involved in this... I told
you not to leave the house...

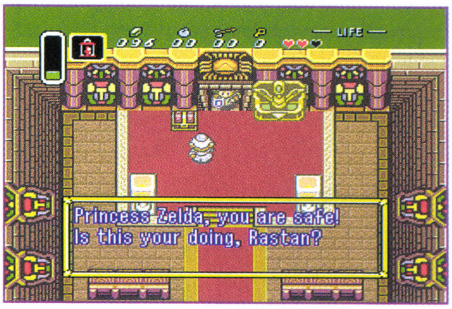
Once inside, you run into your uncle. Turns out he heard the call, too. The old man didn't get too far, though.



Armed with your uncle's sword, you scour the castle for the princess. She's behind bars, but is freed with relative ease.



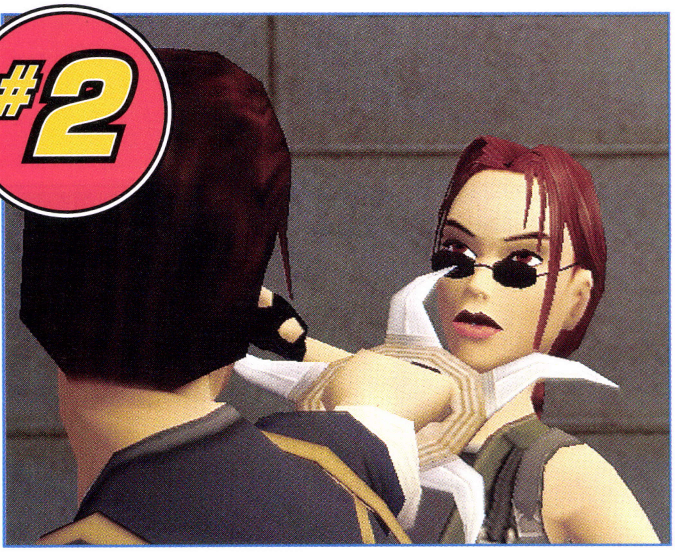
Zelda says she knows of a place where you guys could, ahem, be safe. So she takes you through the sewers to get there.

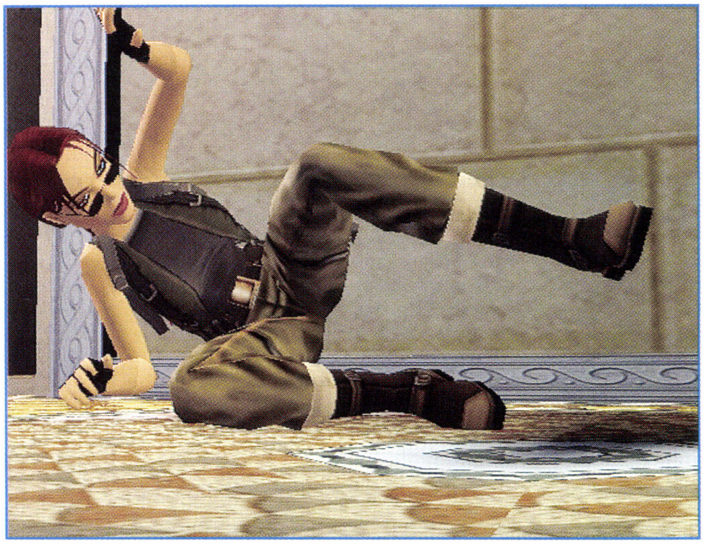


Princess Zelda, you are safe!
Is this your doing, Rastan?

After that unique first date, you emerge in what looks suspiciously like a wedding chapel. And so your adventure begins.

#2





Tomb Raider: Angel of Darkness

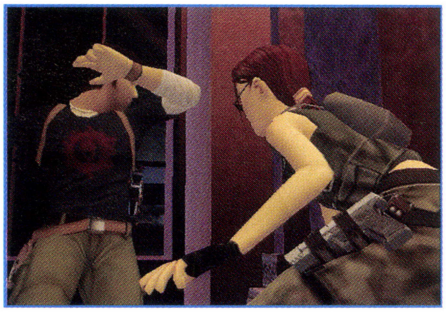
England's Hottest Dame Returns PS2

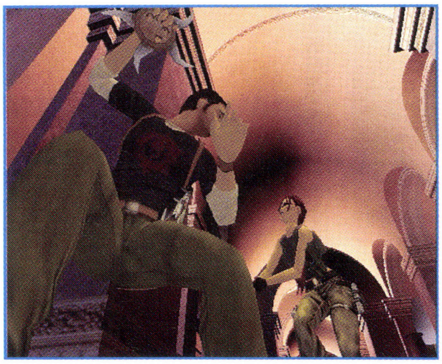
What's It About?

Murder is afoot—specifically in the case of one Werner Von Croy, Lara Croft's former mentor. Accused of the crime, she sets out to clear her name and stumbles into a world of betrayal and bloodthirst somehow tied to the Obscura Paintings. Five occult works of art, they've attracted the attention of an evil Alchemist, who'll stop at nothing to possess them all. Enter one more mature, and very teed off, heroine.

It's Cool Because

You've never seen the series like this before. The first part of a planned trilogy, it's darker and edgier than previous incarnations. A second playable character, Kurtis Trent, will be available for the first time as well. As the franchise's next-gen debut, we can also count on an audiovisual presentation that'll trump anything you saw on PS1. Plus, Eidos has promised that the play mechanics will be tighter than they were in past outings.





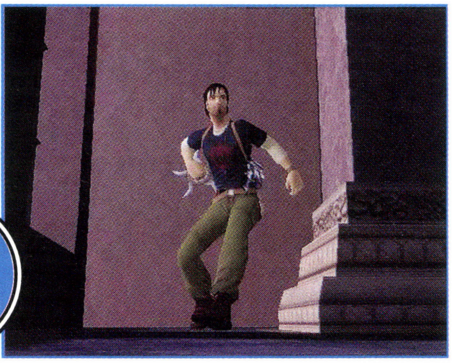
Kurtis Trent and Lara aren't fighting, they're flirting. It's a relationship weirder than Angelina and Billy Bob's.

Should We Worry?

Thus far, trailers have been especially violent. A bold step, for sure, but it's great gameplay that made the series—not a buxom leading lady or visceral visuals. Developer Core Design must take care to remember this, or it will not only affirm critics' fears that the product line is played out, but alienate longtime fans as well. Eidos' great need to ship the product before the holidays could cause problems, too.

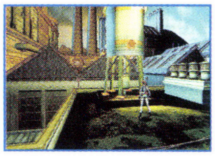
Bottom Line

If it succeeds, *Angel of Darkness* will be the equivalent of a slickly produced graphic novel: incisive, disturbing, but a chillingly addictive ride all the way through. Happily, Eidos and Core Design have not just the moxie, but the means to pull it off well. If everything goes as planned, you'll be looking at the most polished, promising *Tomb Raider* title since the franchise's first installment in 1996.



The game's new playable character is said to control a lot differently than Lara. Gotta dig his weaponry.

"Are you gonna kill me—or are you gonna kiss me?"



Gaming's favorite babe is no longer stuck in dingy tombs.

Solid Snake ain't got nothin' on Lara in the stealth dept.

We're hoping that Core has improved the series' gunplay.

HE'S DISHING OUT A DOUBLE BLAST OF
DEEP FRIED AND DEEP FREEZE.

GAME BOY ADVANCE
SPYRO 2
SEASON of FLAME

SPYRO 2
SEASON of FLAME

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Spyro's taking his breath to a new degree in Spyro 2: Season of Flame for Game Boy® Advance. With fire, ice and four playable characters: Spyro, Sparx, Agent 9 and Shelia the Kangaroo, this one's going to be an adventure of breathtaking proportions.

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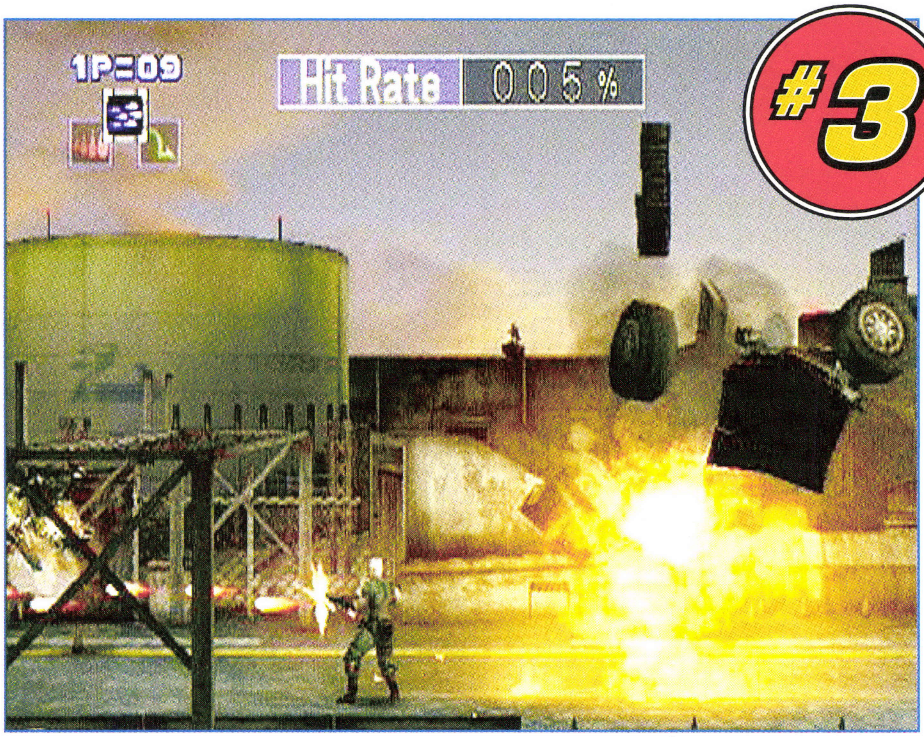
Contra: Shattered Soldier

PS2

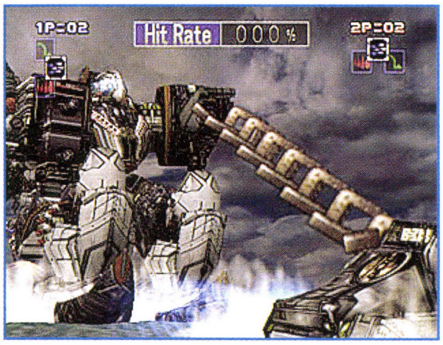
Call In the Tough Guys

#3

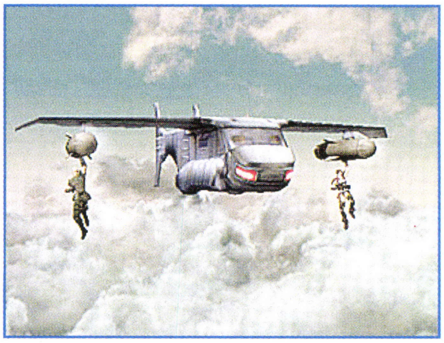


What's It About?

Aliens attack the earth—again. And only two war-hardened soldiers know how to fend off the threat. This game is being handled by the development team responsible for Super Nintendo's sublime *Contra III: The Alien Wars.* And what a difference that makes: The preview version that we've played is already light years ahead of both *Contra: Legacy of War* and *C: The Contra Adventure* (the abysmal, American-developed PS1 games).



Enemies often fill the entire screen and morph into different, increasingly intimidating forms.



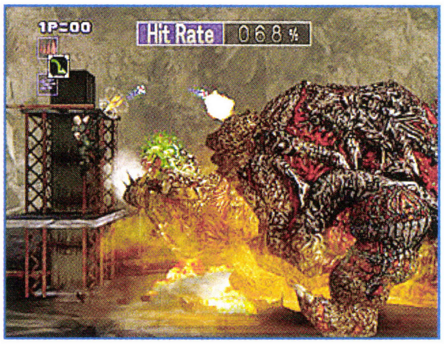
Playing solo is fun, but it doesn't compare to the excitement of taking on missions with a friend.

It's Cool Because

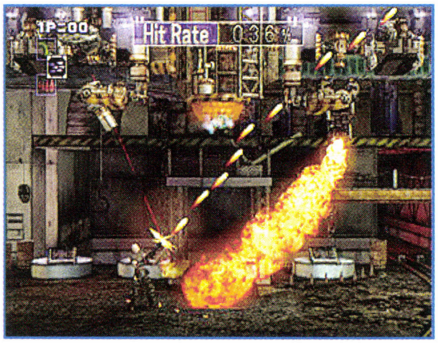
This is a ***real*** Contra game. The action you'll find within has been modeled directly after the NES and Super NES classics. One-hit deaths, crazy firepower, giant end bosses, wacky level design—everything's included. Oh, and be sure to have a second PS2 Dual Shock handy: *Shattered Soldier* is at its best when played with a buddy. Konami proves that it knows the trick to keeping franchises alive: Don't ditch the stuff that works.

Should We Worry?

The four levels that Konami let us try out were really, really tough. If this level of difficulty is retained for the finished product, *Shattered Soldier* might end up appealing only to hardcore players. Granted, the other games in the series are also pretty difficult (remember *Contra: Hard Corps* for the Sega Genesis? Yowza!), but it remains to be seen whether today's gamer has the patience to replay a level for hours just to be able to get through it once.

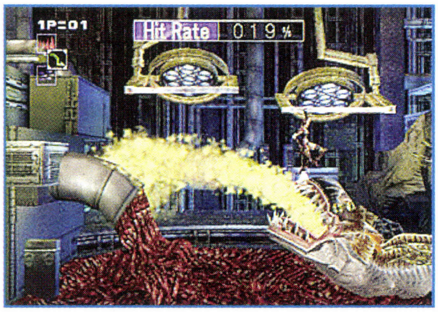


***Does this turtle enemy look familiar? He was the first boss in* Contra III: The Alien Wars.**



Bottom Line

Truth is, we can't wait to get our hands on a final copy of this one. It'll make every old-school gamer twitch with joy, in good part because Konami opted to present most of *Shattered Soldier*'s action in 2D. So the question then becomes—will dyed-in-the-wool 3D gamers want to pass on it? Probably not. The visuals and the play mechanics are superb; they will likely seduce both casual gamers and graphics hounds.



See the meat strings popping out of that grinder? Those are the remains of one of the game's bosses.

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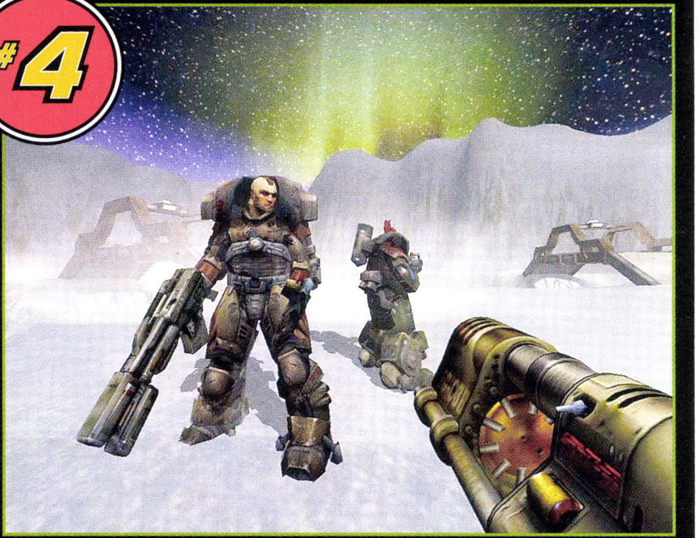
#4



Unreal Championship

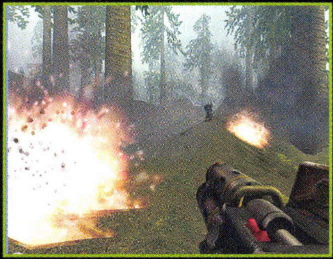
Laugh in the Face of Death

What's It About?

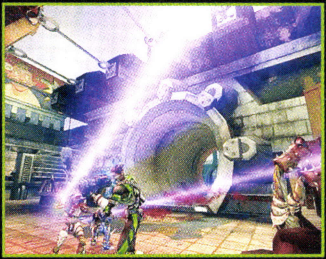
Unreal is one of the most popular franchises in the PC world, and finally, it has made its way to the Xbox. Compete offline against bots in the single-player ladder or go online with the voice communicator to guide your team to victory!

Should We Worry?

No. This game's gonna be good. The only concern you might have is keeping yourself from cursing out your opponents. Heaven forbid your mom should hear, then give you the beating of your life while all your friends listen in.



Our strategy: Blow lots of crap up. It won't help you win, but explosions rule.



This is Xbox Live's one killer app. It's the ultimate multiplayer frag fest.

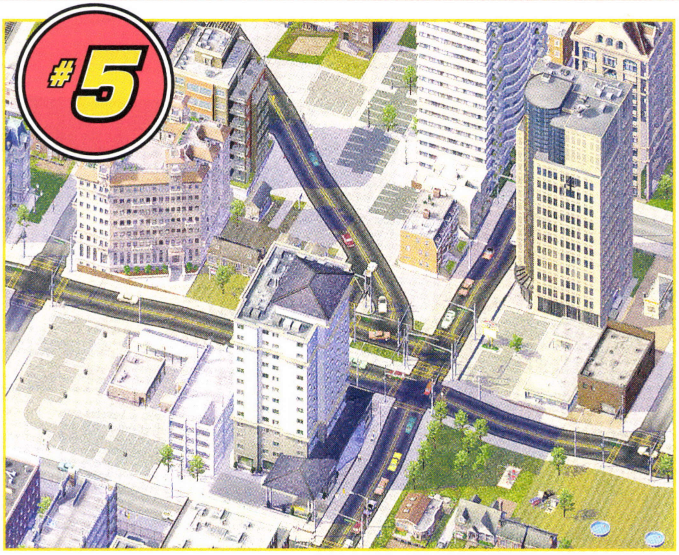
It's Cool Because

Epic enhanced the original game's gameplay with some special moves, like the quick dodge and a *Mario*-styled double jump. You can't go wrong with the voice communicator either; Now, players can really laugh in the face of death!

Bottom Line

Launching with Xbox Live, this will be your only chance to delve into great first-person action. *UC* will possibly be the best FPS you'll see on the Xbox for some time. In fact, the only comparable game we've heard about is 2003's *Halo 2*.

#5



SimCity 4

Like The Sims, But a Lot Bigger

What's It About?

You're God. As caretaker of a fictional metropolis, you get to sculpt terrain, build highways, byways and buildings, and see to your populace's needs. This title is the latest in an all-time favorite PC franchise.

It's Cool Because

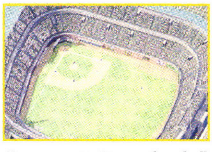
Sims are now involved. Your treasured virtual personas can be imported for use here. Additionally, players enjoy even greater control over the environment and can connect cities to form a regional network.

Should We Worry?

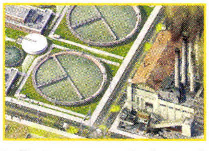
Maxis is tackling a lot of subject matter here—city simulation, economic modeling, individual personalities... Luckily, if anyone can pull it off, it's these guys. Need proof? Have a look at the multimillion selling series, *The Sims*.

Bottom Line

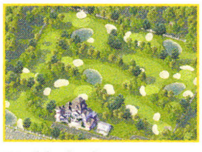
Bigger, better and bursting with taxpayers. Anyone with even a passing interest in social interactions will be floored. Micromanage or simply step back and watch your thriving ant farm. Either way, *SimCity 4*'s a hoot.



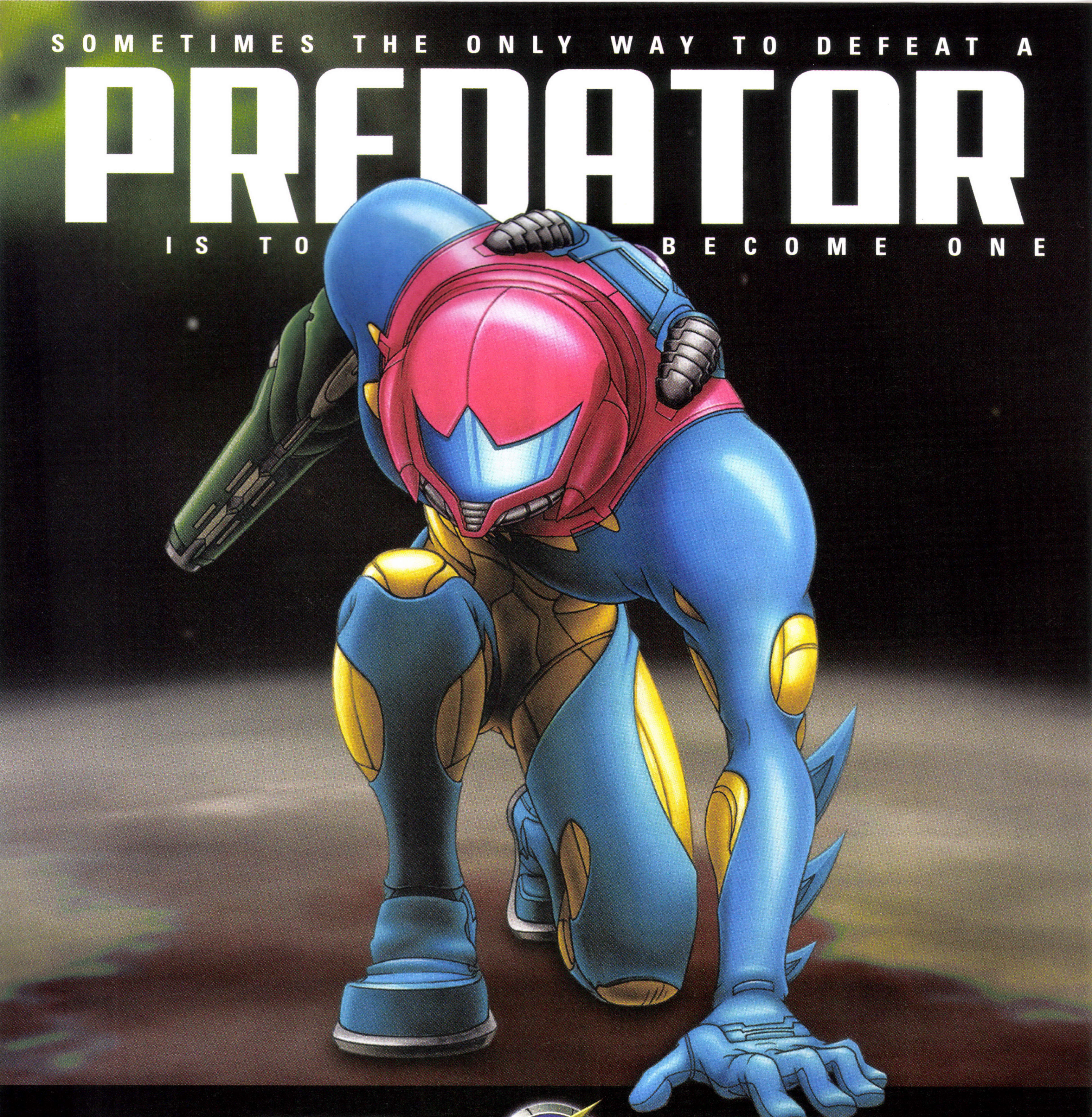
Every great city needs a ballpark to bring in tourist traffic.

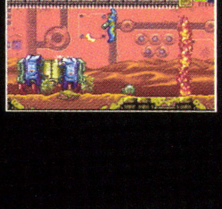


Pollution can wreak plenty of havoc on an unsuspecting burb.



Wealthy landowners are going to want a place to golf.


SOMETIMES THE ONLY WAY TO DEFEAT A
PREDATOR
IS TO BECOME ONE



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EVERYONE
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Violence

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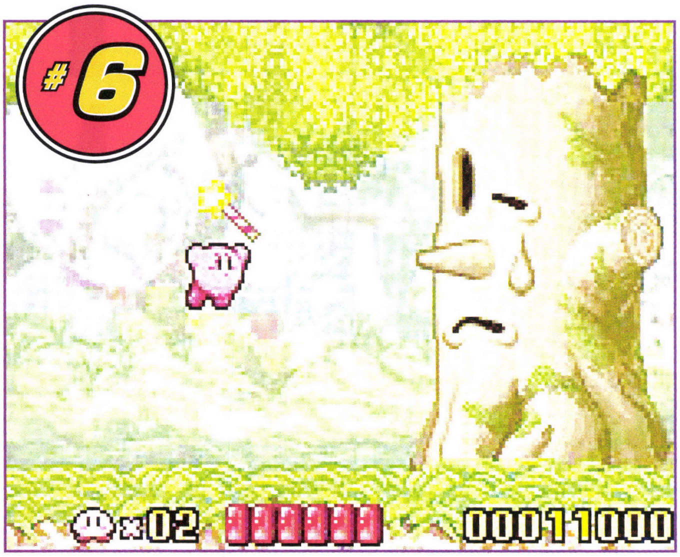
#6



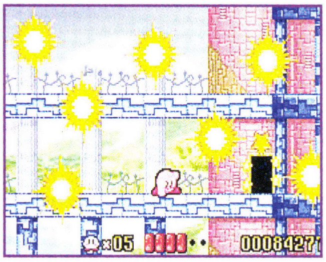
Kirby: Nightmare in Dreamland

GAME BOY ADVANCE

The Hungry Puffball Returns

What's It About? Looks like King Dedede is up to no good again. He's stolen the mighty Star Rod, and the residents of Dreamland are in a panic. They cannot sleep until it's returned! A hero is needed... preferably one who's soft and pink.

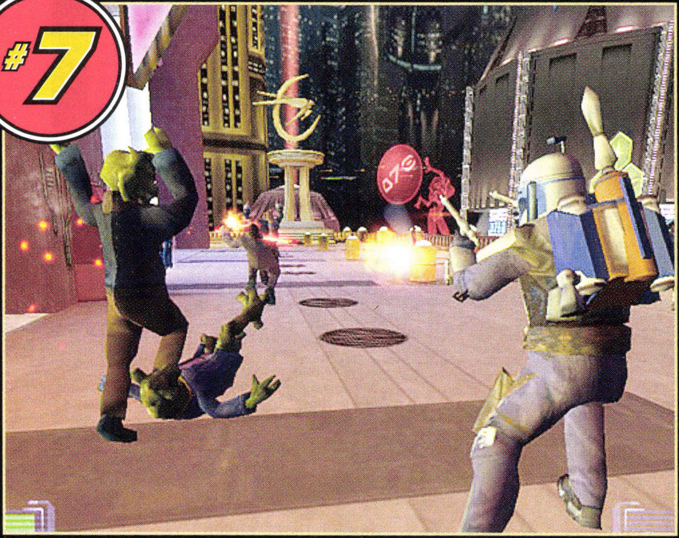
It's Cool Because Kirby can swallow enemies and steal their powers. That simple play mechanic has made every Kirby game fun. The new (linkable) multiplayer setup sounds great, too: Four players can now go on an adventure together.



Should We Worry? Our only concern is that the cartridge might be overlooked by players who think it's too "kiddie." Don't judge the game by its cover: If you like action-platformers, you'll probably get a kick out of *Nightmare in Dreamland*.

Bottom Line All Nintendo fanboys—heck, even casual gamers—will want to keep on the lookout for this one. If it even approaches the quality of its predecessors, it'll be a must-own title. Phil will give you the lowdown next month.

#7



Star Wars Bounty Hunter

GameCube PS2

The Return of the Jedi Killer

What's It About? Remember Boba Fett from *Empire*? Well, forget him, for now–*Star Wars Bounty Hunter* focuses on the exploits of his daddy, Jango Fett. A shooting-heavy action game starring *Episode II*'s scene-stealing bad-boy? Say no more—we're sold.

Should We Worry? By nature, *Star Wars* games are pretty hit-or-miss (remember *Demolition* for the PS1?). From what we've seen, though, *Star Wars Bounty Hunter* plays pretty well. If Lucas and company flesh it out, the end product should be pretty solid.

WANTED ALIVE
ALIVE: 3000 Credits
DEAD: 0 Credits

Bounty hunter AND peeping Tom! Jango Fett is a Renaissance man!

How much would you pay for a wrist-mounted flamethrower? Not nearly enough.

It's Cool Because Face it: Intergalactic bounty hunters are among the coolest of sci-fi characters. This game will let you control one of the most infamous bad guys of all time, and it'll give you access to his wide assortment of Jedi-snuffing goodies to boot.

Bottom Line *Star Wars Bounty Hunter* promises tons of blaster-happy, jet-packing action, all while offering a movie-caliber presentation. LucasArts is capable of delivering high-quality gaming goods, so keep an eye on this one.

Do You Have What It Takes?

KEEN EYESIGHT
Explore your world with a mouse-eye view.

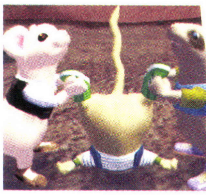
SNIFFER
Do you smell a rat?

CHEESE
The rats have it. You need it. Now go get it!

GOOD ARMS
Roundhouse punches come through in a pinch.

COURAGE
Be a hero. Lead your squad of mice against the evil rats.

STRONG LEGS
Defeat your enemies with flying kicks.



Heroes come in all sizes. As the mighty mouse Apollo, you'll lead your fellow mice against a gang of invading rats. You'll have to navigate through the giant world of humans and battle your way to victory. But hey, you've got what it takes. Don't you?

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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#8

Phantasy Star Collection

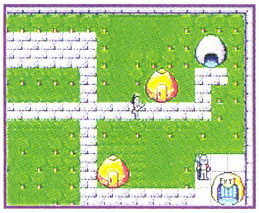
See How Sega's Epic RPG Series Began

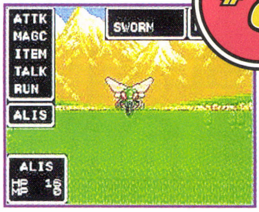
What's It About? Sega and THQ are packing the first three *Phantasy Star* adventures onto one tiny GBA cart. It all adds up to more than 100 hours of classic gaming.

Should We Worry? Call us greedy, but we would like to have seen *Phantasy Star IV* make it into this compilation. Another issue: The first game in the series hasn't aged very well.

It's Cool Because Each one of these great games debuted in stores for $70 a pop. Now, they're dirt cheap—and portable! *PS II* should justify the price of admission alone.

Bottom Line Talk about the ultimate bang for your buck—if these wind up being perfect ports, it'll be tough to find a better value in stores for less than $50.





Graphics aren't everything. The original Phantasy Star *games have become classics because of their beautifully realized worlds and their strategic play mechanics.*

POISONER
SEE

#9

Mortal Kombat: Deadly Alliance

Blood-Soaked Fight Fest

What's It About? Here it is: the first straight-up *Mortal Kombat* game to skip the arcade circuit. Like *Part 4*, *Deadly Alliance* is a 3D game with an emphasis on weapon battles.

Should We Worry? With the release of *Soul Calibur* and *Virtua Fighter 4*, the stakes in this genre have been raised significantly. Does the new *MK* have what it takes to compete?

It's Cool Because The tone of *Deadly Alliance* is said to return the series to its roots. Midway promises a dark, moody title on par with the first *Mortal Kombat* game.

Bottom Line The *Mortal Kombat* franchise ran out of steam years ago, but we still have a nostalgic interest in this new entry. It can't be any worse than *Elite Forces* (PS1).

SHANGTSUNG
QUAN CHI
TAI CHI
CRANE

50
SAN SHU
TAI CHI

After a stupid movie (MK Annihilation) and a string of disappointing games, Midway is doing what it can to revitalize its once-hot fighting series. We'll hold judgment for now.

SCORPION
10
SUBZERO
NINJA SWORD
SHOTOKAN

#10

Evolution Worlds

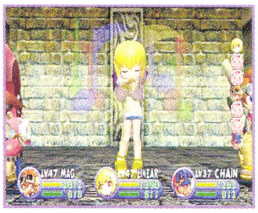
The Cutest Little RPG You'll Ever Play

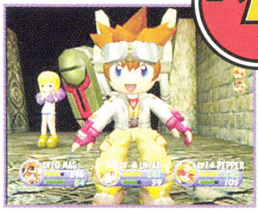
What's It About? Cyframe technology—mechanical body weaponry—gives a young boy named Mag just enough backup to head out on a quest to save the world.

Should We Worry? This ain't *Final Fantasy X*, that's for sure. Mature gamers might find *Evolution Worlds* a little too slow paced for their liking. Kids, however, will probably dig it.

It's Cool Because It's the first real RPG to hit the Nintendo GameCube. This puts the Dreamcast's *Evolution* and *Evolution II* together in one 40-hour+ gameplay package.

Bottom Line One traditional RPG is certainly better than none. If you're a fan of the genre, and you don't have a PS2, you'll probably want to check *Evolution Worlds* out.





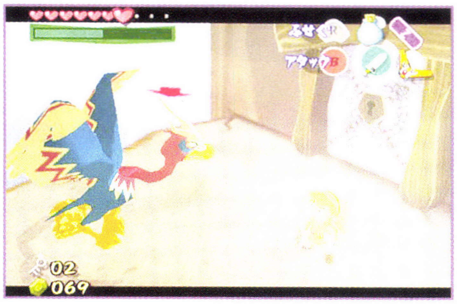
Evolution Worlds features a boy on a quest to save the world, and he's accompanied by an endearing cast of supporting characters. Looks like the nuts and bolts of the genre are accounted for!

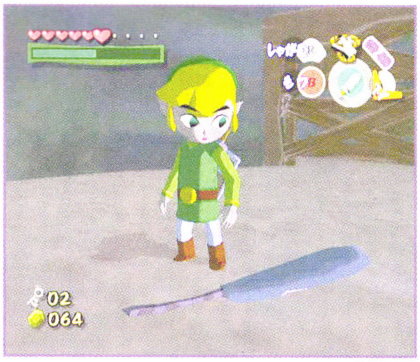
LV36 MAG
LV36 LINEAR

MOST WANTED

Every month in Most Wanted, we'll be taking a look at games on the horizon that we can't stop thinking about. Like *The Legend of Zelda* GC, one of the most anticipated Nintendo titles of all time. Or *Wario World*, which brings our favorite antihero into the third dimension. On the PC side, we're aching to get our hands on *The Sims Online*, so we can forget what sleep is.

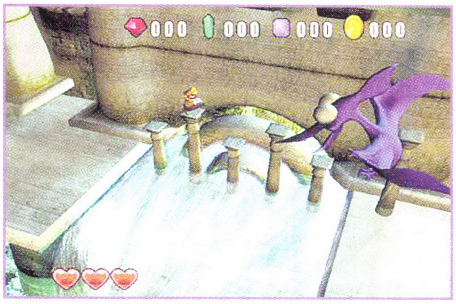
The Legend of Zelda

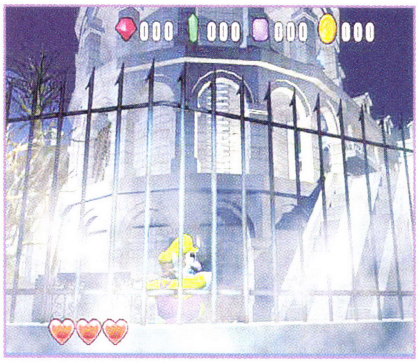




The GBA *Zelda* game we highlighted this month is just the beginning for ol' boy Link. In February, everyone's favorite elf launches on a whole new quest on the Nintendo Game Cube. Check out these new screens—we just can't wait to dive into this action-adventure.

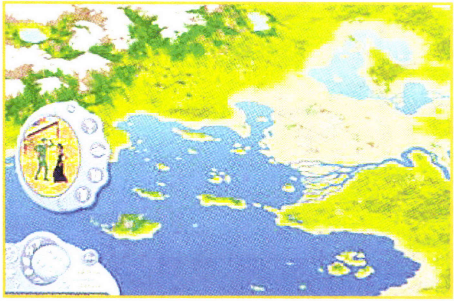
Wario World

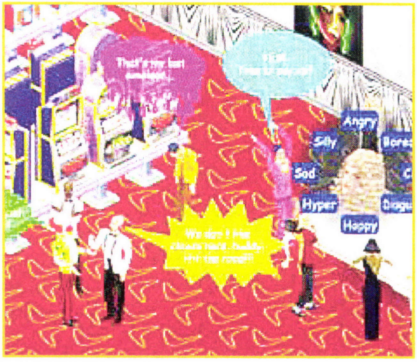




The *Wario Land* series is one of those great guilty pleasures; When a new one comes out, it's easy to find yourself angling for any excuse to play with your GBA. Now, Nintendo's least favorite son has made his way onto the GameCube, and we couldn't be more excited.

The Sims Online





The Sims was tough enough to put down when it was offline. Now that EA and Maxis have taken the game to the Net, we'll probably be showing up to work bleary-eyed every frickin' morning. When you pick this one up (and you know you will), keep your eyes open for the *GameNOW* crew.

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PlayStation 2		
Grand Theft Auto: Vice City	Rockstar Games	11/1/02
Tony Hawk's Pro Skater 4	Activision	11/2/02
Lord of the Rings: The Two Towers	Electronic Arts	11/2/02
Ratchet & Clank	SCEA	11/7/02
The Sims	Electronic Arts	11/8/02
NHL 2K3	Sega	11/14/02
Xbox		
Unreal Championship	Infogrames	11/1/02
Bloodrayne	Majesco	11/1/02
Shenmue 2	Microsoft	11/10/02
Batman: Dark Tomorrow	Kemco	11/8/02
Metal Gear Solid 2 Substance	Konami	11/8/02
Ghost Recon	Ubi Soft	11/9/02
Malice	Vivendi Universal	11/15/02
GameCube		
Outlaw Golf	Simon & Schuster	11/1/02
Shrek Extra Large	TDK Mediactive	11/7/02
FIFA Soccer 2003	Electronic Arts	11/8/02
Resident Evil Zero	Capcom	11/14/02
Wario World	Nintendo	11/14/02
Darkened Skye	Simon & Schuster	11/15/02
Metroid Prime	Nintendo	11/20/02
Jedi Knight II: Jedi Outcast	LucasArts	11/21/02
Game Boy Advance		
Worms World Party	Ubi Soft	11/1/02
SSX Tricky	Electronic Arts	11/1/02
Sounds of Thunder	!bam entertainment	11/1/02
Dungeons & Dragons: Eye of the Beholder	Infogrames	11/1/02
Samurai Jack: The Amulet Of Time	!bam entertainment	11/5/02
Lord of the Rings: The Two Towers	Electronic Arts	11/15/02
Godzilla: Domination	Infogrames	11/15/02

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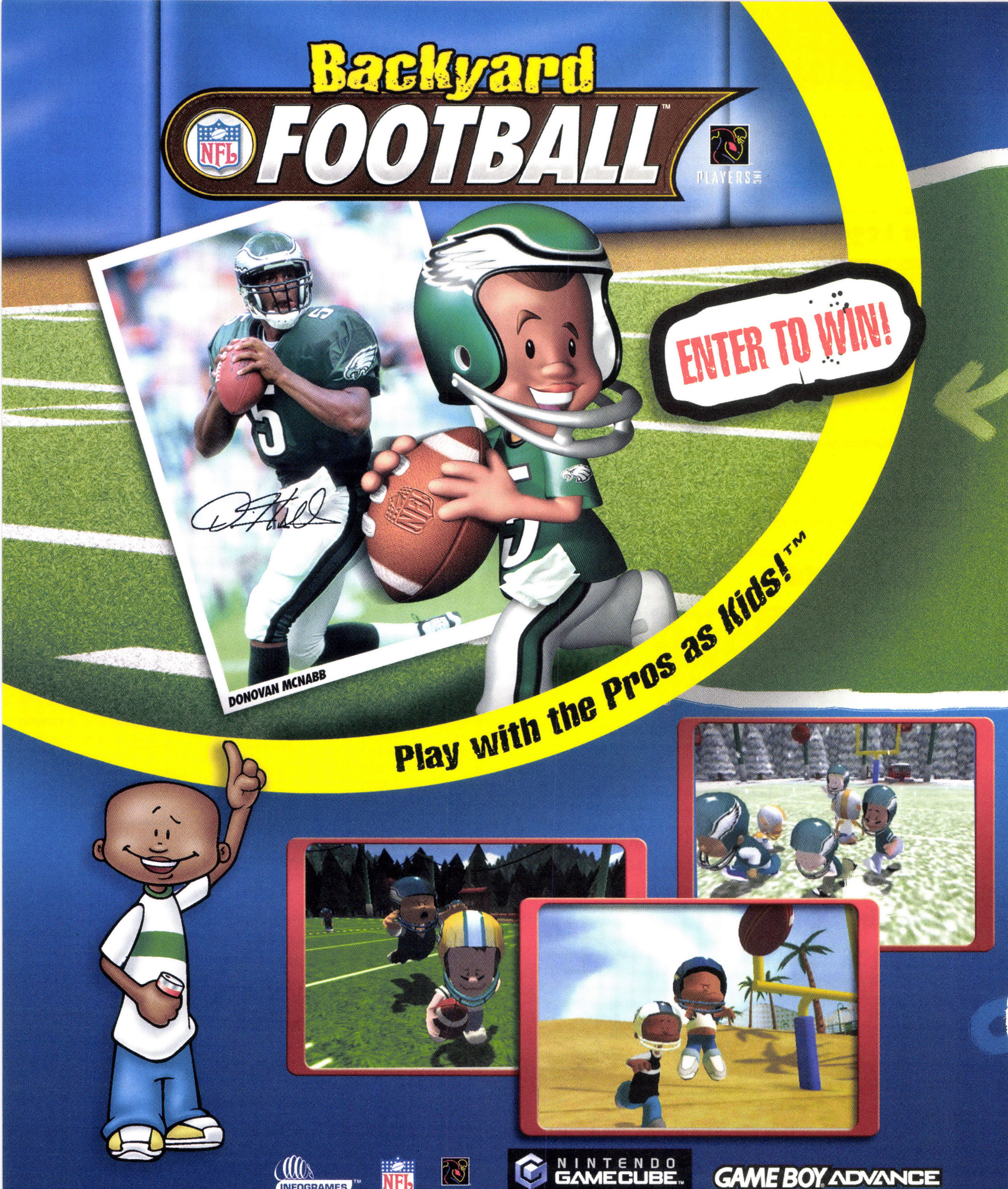
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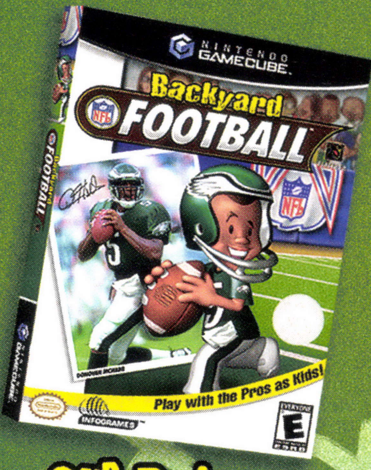

Grand Prize

1ST Prize

STADIUM BUNDLE
(2 WINNERS)

- 1 Limited Edition Nintendo Platinum Game Boy Advance
- 1 Backyard Football Nintendo GameBoy Advance Game
- 1 Backyard Sports T-Shirt

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- 1 Autographed Donovan McNabb Official NFL Jersey
- 1 Limited Edition Nintendo Platinum GameCube
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- 1 Backyard Football Game for Nintendo GameCube
- 1 Backyard Sports T-Shirt

2ND Prize

BACKYARD BUNDLE
(20 WINNERS)

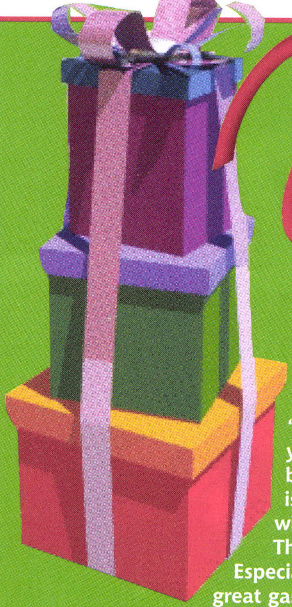
- 1 Backyard Football Nintendo GameCube Game
- 1 Backyard Sports T-Shirt
- 1 Backyard Sports Mini-Football

How to Enter

ENTRY - NO PURCHASE NECESSARY. To enter, send a postcard with your name, address, phone number, and t-shirt size between November 15, 2002 and January 15, 2003 (the "Sweepstakes Period") to:

The Backyard Football Sweepstakes c/o Ziff Davis Media Game Group, 101 Second Street, 8th Floor, San Francisco, CA USA 94105

Completed entries must be received by mail before 11:59 p.m. PST on January 15, 2003. No other methods of entry will be accepted. Only one entry per name will be accepted. Entries become the property of Sponsor and will not be returned. Sponsor assumes no responsibility for lost, incomplete, incorrect, or misdirected entries. Use of an incorrect mail address will disqualify an entry. Sponsor is not responsible for lost mail or for incomplete, garbled or otherwise indecipherable entries. Sponsor, in its sole discretion, reserves the right to disqualify any person who, tampers with the entry process or who otherwise violates these rules. By entering, entrants accept and agree to abide by the terms of these Official Rules and Conditions. • Winners will be determined by random drawing on or about January 17, 2003. Odds of winning each Prize depend upon the number of eligible entries in this Sweepstakes. The drawing will be held and the entries will be judged by Ziff Davis Media Inc. on behalf of Sponsor. Judges decisions are final.. • All federal, state, provincial and local laws and regulations apply. No purchase is necessary to participate. Winners will be notified by a letter sent to the home address specified on the entry form. An alternate winner will be selected at random for an unclaimed prize after the fourteenth (14th) day following the first attempted notification. Winners must provide a U.S. shipping address to claim their prize. Prizes will be shipped to the Winner's residence. Allow 4-6 weeks for delivery of the prize. • Potential winners must sign a required Affidavit of Eligibility/Release of Liability Form within fourteen (14) days of attempted delivery of same. Noncompliance within this time period will result in disqualification and forfeiture of each prize. • Prizes are not transferable. No substitution of prizes for cash or other goods and services is permitted, except that Sponsor reserves the right to substitute a prize of equal or greater value of a prize cannot be awarded for any reason. All federal, state and local taxes are the sole responsibility of winner.. **ELIGIBILIY** This Sweepstakes is only open to residents of the 50 United States and the District of Columbia. Sweepstakes is void where prohibited, restricted or taxed by law. All federal, state and local laws and regulations apply. Employees of Sponsor, Ziff Davis Media Inc., and their respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies and the immediate families of each are not eligible to participate. **GENERAL CONDITIONS** Sponsor, Ziff Davis Media Inc., and their respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies are not in any way responsible or liable for damages, loss or injury resulting from entrants' participation in this Sweepstakes or the acceptance, shipping and handling, loss or use of any prizes awarded in this Sweepstakes. Winners assume sole liability for injuries, including personal injuries and/or damage to property, caused or claimed to be caused by participating in this Sweepstakes or the acceptance, shipping and handling, loss or use of any prize awarded. Sponsor has the right to cancel, terminate or modify th is Sweepstakes if it cannot be completed as planned due to unauthorized intervention, technical failures, or other conditions beyond Sponsor's control. Sponsor is not responsible for any failure to contact entrants, whether due to technical or human error. By entering this Sweepstakes, each entrant consents to the posting of his or her name in the March 2003 issue of GameNOW magazine if chosen as a winner without further compensation. By entering this contest, you agree that Ziff Davis Media Inc. and Infogrames, Inc. may use your name and address for promotional purposes without further payment. **WINNERS LIST** A winners list will be available after approximately February 1, 2003 by sending a stamped, self-addressed envelope marked "Backyard Football Winner" toZiff Davis Media Game Group, 101 Second Street, 8th Floor, San Francisco, California 94105. **SPONSORS** This Sweepstakes is sponsored by Infogrames, Inc., 50 Dunham Road, Beverly, Massachusetts 01915. **By entering this contest, you are agreeing to the rules and conditions of this contest.**



Your Holiday Wish List

This holiday season, as you gather round the "Yule log" with your "family," *GameNOW* reminds you that no matter what special occasion you celebrate this December, the true spirit of the holiday isn't to help other people or give gifts. Nor is it to wish for "peace on Earth."

The true spirit of the holidays is to RECEIVE GIFTS. Especially what you WANT. And what you want are great games!

But how do you stop, say, your Auntie Mame from getting you games that suck? Fear not! *GameNOW* is here to help with our convenient, easy-to-cut-out Holiday Wish List. It's a gobbledygook of grand and glorious gaming goodness that you can copy and hand out to your loved ones. The items are presented in the order in which you'll want them. And for your further convenience, we even list games to avoid (no matter how much of a "bargain" they might be). Yes, it's true, *GameNOW* is awesome—always watching out for you.

So, good luck this Christmas/Hanukkah/Kwanzaa/fill-in-the-holiday. And if you do end up getting something you don't want, well, you probably deserve it. Happy Holidays!

PLAYSTATION 2

WHAT I WANT

- **Kingdom Hearts**
  The makers of *Final Fantasy* partner with Disney. The result? An amazing game.
- **Grand Theft Auto: Vice City**
  C'mon—everyone else will have it. You'd better get it, too, or you'll be laughed out of town.
- **SOCOM: U.S. Navy SEALs with broadband adapter**
  The only online FPS that matters.
- **Sly Cooper and the Thievius Raccoonus**
  An awesome platformer starring one of the coolest new video game characters in ages.
- **DDRMAX Dance Dance Revolution with Dance Pad**
  Dance on, you dancing freak!
- **A three-year subscription to GameNOW**
  Need we say more?

WHAT I DON'T WANT

✗ **BMX XXX**
Strippers doing bike stunts in a shameless attempt to cash in on the M-rated market.

✗ **Turok: Evolution**
Should have been great. Wasn't.

✗ **Antz Extreme Racing**
Yes, *Antz*. The movie from, like, four years ago that starred the voice of Woody Allen, the perv.

✗ **Gravity Games Bike: Street Vert. Dirt**
The key word is "dirt."

✗ **Shrek: Super Party:** A lame ripoff of *Mario Party*.

GAMECUBE

WHAT I WANT

- **Super Mario Sunshine**
  One of the best platform games ever made. This one does Mario proud.
- **Mario Party 4**
  Pure multiplayer fun for both friends and family.
- **Wavebird Wireless Controller**
  You mean a controller with no wires?! Yep.
- **Animal Crossing**
  Incredibly addictive. Loads of fun for any age. You'll see.
- **Metroid Prime**
  We've been waiting and waiting for this one—a first-person *Metroid*. How cool is that?
- **A three-year subscription to GameNOW**
  Because you're worth it.

WHAT I DON'T WANT

✗ **Turok: Evolution**
Don't believe the quotes on the box. This game blows.

✗ **Disney's Magical Mirror Starring Mickey Mouse**
How can we knock a kids game? There's such a thing as a *bad* kids game. So there.

✗ **Shrek: Extra Large**
What is it about the *Shrek* franchise that just begs for derision?

✗ **Ty the Tasmanian Tiger**
Not a great game. Besides, there aren't any tigers in Tasmania. Um, are there?

✗ **Scorpion King: Rise of the Akkadian**
The Rock plays an Akkadian. What could be worse? Oh yeah—*Turok*.

XBOX

WHAT I WANT

- **007: Nightfire**
  Better than *Goldeneye*. Seriously.
- **Steel Battalion**
  At $200, it's a mech sim the likes of which even God has never seen.
- **Metal Gear Solid 2: Substance**
  Hard to say you're into the Xbox if you don't have this one.
- **Unreal Championship with Xbox Live**
  This is one FPS that will kick butt. An excellent justification for Xbox Live's online play.
- **Blinx: The Time Sweeper**
  Innovative and fun platformer. It's not a *Mario*-killer, but it's the best so far for the Xbox.
- **A three-year subscription to GameNOW**
  It's great when good things happen to good people.

WHAT I DON'T WANT

- **Bruce Lee: Quest of the Dragon**
  Bruce Lee turned over and over and over in his grave.
- **Turok: Evolution**
  Hey, it's No. 2 this time. Gee, maybe it's not that bad after all.
- **Sneakers**
  This *Stuart Little* look-alike is only available at Toys 'R' Us—whew!
- **The Terminator: Dawn of Fate**
  Proof that The Terminator should be terminated. He'll be blech!
- **Shrek: Super Party**
  Criminy, make it stop!

GAME BOY ADVANCE

WHAT I WANT

- **e-Reader**
  Waaay cooler than the GB camera and printer, the e-Reader lets your GBA read the bar codes from thousands of cards to get anything from full games to new characters for existing games.
- **Yoshi's Island: Super Mario Advance 3**
  Phil called it one of the best games ever. He's right.
- **Metroid Fusion**
  Makes the GBA cool. Really cool.
- **Legend of Zelda: A Link to the Past**
  Zelda's back on the handheld. Could things get any better?
- **Castlevania: Harmony of Dissonance**
  Oooh, scary! This game kicks vampire butt, and plenty of it.
- **A three-year subscription to GameNOW**
  You may now die happy—that is, after your three years is up.

WHAT I DON'T WANT

- **Turok: Evolution**
  Why the heck did they make this game for every platform?
- **xXx**
  A really bad game based on a really OK movie.
- **Star Wars: Episode II Attack of the Clones**
  The movie was great. The DVD should be out now. Get that instead.
- **Britney's Dance Beat**
  Five bad songs. 'Nuff said.
- **Shrek: Hassle at the Castle**
  The best thing about this game is the title.

PC

WHAT I WANT

- **The Sims Online with one-year subscription**
  Where *The Sims* was meant to be.
- **Age of Mythology**
  From the makers of *Age of Empires* and *Age of Kings*. Need we say more?
- **Unreal Tournament 2003**
  If you get only one FPS this holiday, this is the one.
- **RollerCoaster Tycoon 2**
  The original was awesome. The sequel should be awesomer. More awesome? No, awesomer.
- **Battlefield 1942**
  If you get only two FPSs this holiday, make this your second. But you need to play online to get the full impact.
- **A three-year subscription to GameNOW**
  C'mon, you know you want it.

WHAT I DON'T WANT

- **Turok: Evolution**
  So this isn't out on the PC, but we figured we'd add it to this list just in case it gets ported.
- **Any Tycoon game that doesn't have RollerCoaster in the title**
  Eventually, they'll run out of ideas and have to create *TycoonGame Tycoon*.
- **Magic: The Gathering Online**
  Disappointing, newbie-hostile online version of the popular card game.
- **Rock Manager**
  Horrid, would-be rock-band-manager simulation. Yes, you heard us right: a rock-band-manager simulation.
- **MechWarrior 4 Mech Packs**
  Shamelessly feature-free *MechWarrior* expansions should have been free downloads.

Gift-Getting Tips

1. *Don't volunteer the game rating. If asked, always answer with "I think it's Teen." The good part is that most of the best games actually are rated Teen or Everyone.*
2. *If you really must have GTA: Vice City, but anticipate trouble, try this: Make stickers that say "Censored Version" and plop them on the display copies at your local game store. Then mention the game is on sale at that store, et voilà! You get the game!*
3. *Want to guarantee that you'll get the game you want? Begin begging for a big-money item like a new game system. Once you have your gift-givers convinced that they'll have to spend hundreds of dollars to make you happy, hit them with the, "You know, if I can't get [expensive item], then I guess I'd be happy with [game you really want]." Bam! They'll be so glad that they don't have to spend so much money, they'll get you the desired game without a second thought.*
4. *No matter where the game was purchased, it can always be returned. Policies vary, but most stores will take a game as a return in exchange for credit toward other store items. Then you can REALLY get what you want.*
5. *Get your dad, uncle, older brother or similar male loved one to buy your games. And remember to promise "not to mention this to your mother" or similar female loved one.*
6. *While it's not the real thing, a gift certificate is a good alternative to getting the actual game. All major game retailers offer gift certificates.*

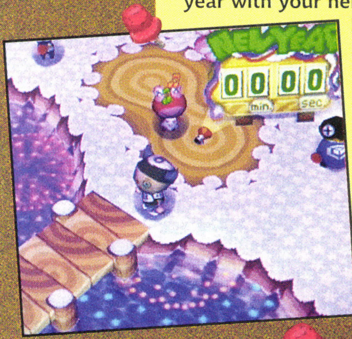
Welcome to Animal Crossing Bulletin Board

Welcome to the *Animal Crossing* bulletin board. There's always a lot happening in your town, and this is the place to check in to make sure that you're not missing anything. Here, we'll show off all the cool events for the upcoming month as well some cool secrets that you may not know about. Be sure to check in often—you don't want to miss out on anything!

December 31—New Year's Eve

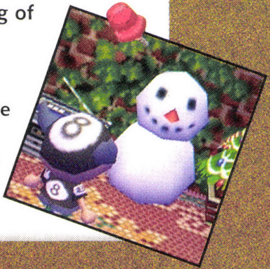
Tortimer

I've got a little party favor for you, sprout!



Happy New Year! Come ring in the new year with your neighbors at the lake between 11 p.m. and 1 a.m. Hang out by the special clock set up there and count down the minutes till midnight. When the clock strikes 12, there will be a grand fireworks show. Be sure to talk to Mayor Tortimer to pick up your free noisemaker for the festivities.

December 1—Snow Day

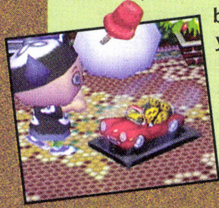


To celebrate the beginning of December as well as the impending snowfall, the mayor, Tortimer, will give you a free snowman figure to display in your home. Stop by the town wishing well and chat with the mayor to collect yours.

Get the Golden Shovel

To find one of the elusive golden shovels, you'll need to have two shovels in your inventory and then find a glowing patch of dirt. Use one shovel to dig up the glowing spot to reveal a bag of Bells (*AC* currency). Before filling in the hole, go into your inventory and highlight the shovel that isn't in your hands. Choose the "Bury" option to plant the tool in the ground. A golden sprout will appear. In a few days, the sprout will mature into a golden tree. At that point, shake the tree and the golden shovel will fall out of it. This mystical shovel increases your odds of finding buried Bells and allows you to find some rare items on your island.

December 23—Toy Day



Get a free toy today from our generous mayor! Stop by the wishing well and visit Tortimer, and he'll give you a gift to celebrate the holidays. If you're a boy, you'll get a cool miniature car, and if you're a girl, you'll receive an adorable dolly.

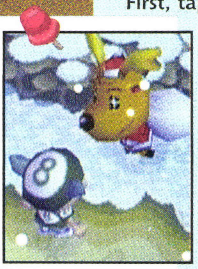
Find Rare Items on the Island

Stock up your inventory with the golden shovel, four to six pieces of fruit and any items of furniture that you don't want. Then, connect your Game Boy Advance to your GameCube and travel over to your island. Once there, drop the fruit and bury the furniture. Finally, drop your shovel and return to the mainland. Have Kapp'n transfer your island to your GBA. Once the island is transferred, begin playing with it on the handheld system.

First, tap on the island resident's door to get them outside. Begin dropping your fruit in front of them so that they'll eat it. When they eat enough, they'll become very happy and begin dropping sacks of Bells (some sacks with 30,000 Bells!). Grab the sacks and drop them on the other side of the island so that the islander doesn't pick them back up again. When all the fruit is gone, give the islander the golden shovel and begin pointing to the X-marks on the ground where you buried the furniture. As the items are dug up, the grateful recipient will bury a gift for you in the same spot. Once all the swaps have been made, tap the person to make them drop the shovel. At this point, go back to playing on your GameCube and return to the island.

On the island, reclaim your golden shovel and pick up all the money bags. Now, dig up the treasure, and you'll find that you've been given some hard-to-find items—perhaps even rare NES games like *Baseball* and *Wario's Woods*.

December 24—Jingle's Visit



Jingle the reindeer will be visiting town today between the hours of 8 p.m. and 1 a.m. Jingle will be wandering the town between those hours, so if you can find him and talk to him five times (each time in a different acre), he'll give you a present—a rare piece of Jingle furniture.

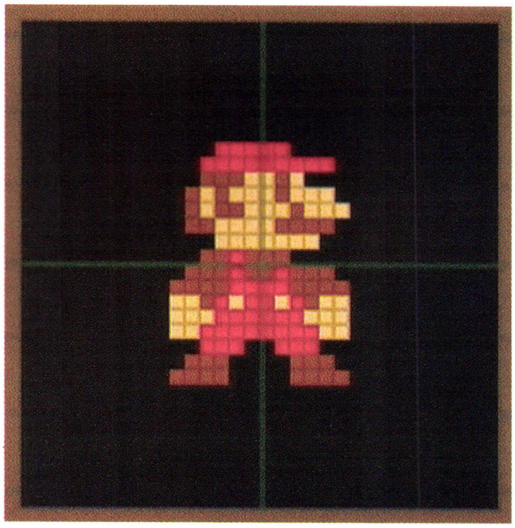
Here's a trick: Once you talk to Jingle, walk far away from him and change your outfit. If your new outfit is extremely different from your old one, Jingle may not recognize you. Talk to him five more times to collect another piece of furniture!

Design Your Own Patterns

By visiting the Able Sisters, you can create your own designs to place on your shirt, floor, walls and more! To help get the creative juices flowing, here are some cool designs that you can use.

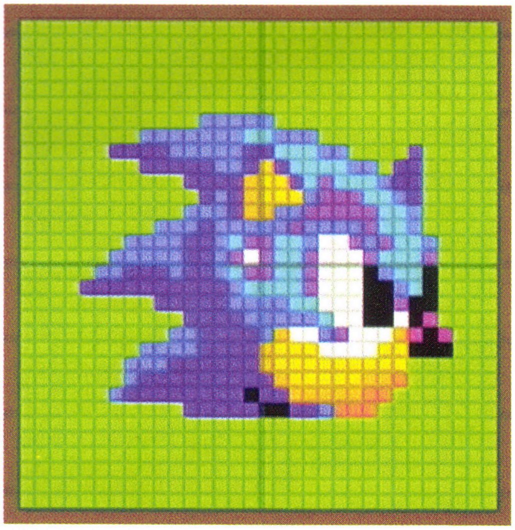
Mario—Palette 16

This is how Mario looked in the original *Super Mario Bros.* game before he collects a Super Mushroom. He sure looks different now, huh?



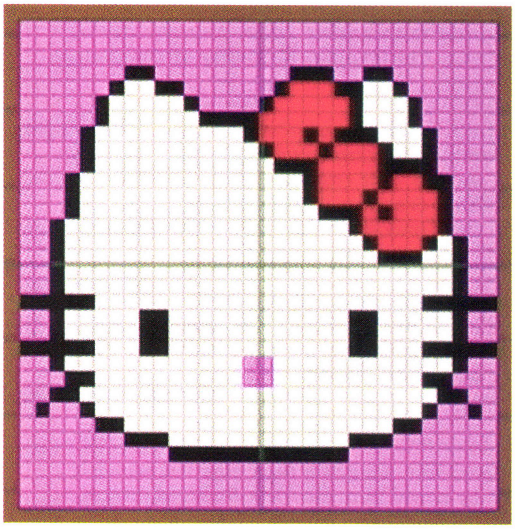
Sonic the Hedgehog—Palette 1

Celebrate Nintendo and Sega's newfound friendship by sporting a stylish Sonic T-shirt.



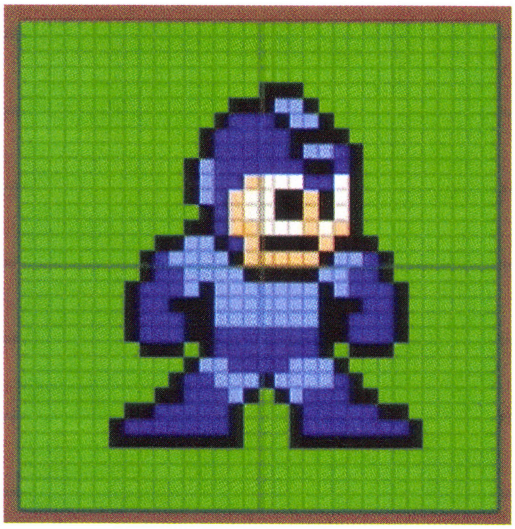
Hello Kitty—Palette 16

This one's for the gals out there (or guys—we promise not to tell). Who can resist Hello Kitty? She's so cute!

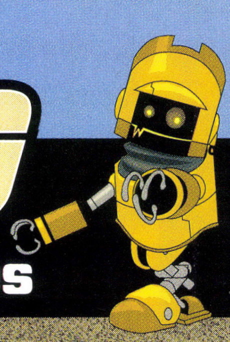


Mega Man—Palette 16

Mega Man is now 15 years old. Celebrate his birthday with this pixel-perfect recreation of how he looked back in his NES days.



NOW PLAYING



GameNOW Takes on the Month's Top Games

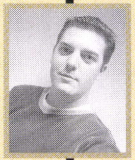
After last month's wee, little Meet the Critics section, it's quite a relief to see some more reviewers on the *GameNOW* staff. These new people know what they're talking about, too. It turns out that they also hate the *Army Men* games. You gotta respect that.

MEET THE CRITICS

Tom Byron

The new EIC writing a review? Nooooo! This issue, Tom took a stab at *Blinx*—and missed, dang it. While he had a great time playing that (really), his latest obsession is EA's *LOTR: The Two Towers*. My preciousss...

Favorites: *Yoshi's Island, Age of Kings*



Andrew Burwell

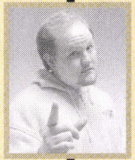
Yes, Andrew reviewed only one game this month. It's an important one! In fact, it made it into his favorites. Now if he would only quit playing and get to work...

Favorites: *Unreal Tournament 2003, Anarchy Online, Quake 3: Arena, Castlevania: Harmony of Dissonance*

Phil Theobald

When Phil isn't raving about *Yoshi's Island*, he's hanging out in his *Animal Crossing* town of Walken. When in Walken, be sure to visit tropical Goldblum Island.

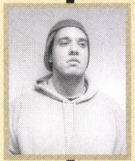
Favorites: *Animal Crossing, Yoshi's Island: SMA3, Sly Cooper and the Thievius Raccoonus*, e-Reader NES games



Ethan Einhorn

He's gotten a lot of crap for it, but Ethan thinks that *Shenmue II* is the best game of the year. He calls it a life simulator; Phil calls it a boring simulator. One of these guys has to be wrong, right?

Favorites: *Shenmue II, 007 Nightfire, SOCOM: Navy SEALs*



Miguel Lopez

Yup, so it looks like we got a new guy. His name is Miguel. Get to know him: He likes *Metroid, Street Fighter* and cars that go "boom." You should introduce him to your sister.

Favorites: *Anarchy Online, Halo, Soul Calibur*

GAMENOW'S FRIENDLY FREELANCE CONTRIBUTORS

Let's give it up for the fine people who help make *GameNOW*.

Sam Bishop
Sam has hairy, Hobbit-like feet.

Chris Johnston
He's best described as "scenic."

Dan Leahy
The ex-boss is back. Whoop!

Elizabeth McAdams
She claims to like "cute" games.

Thierry "Scooter" Nguyen
Scooter's a PC pro from *CGW**.

Greg Orlando
Got zombies? Give Greg a call.

Joe Rybicki
Joe knows PlayStation 2.

*Our sister mag, *Computer Gaming World*

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Unreal Tournament 2003	78
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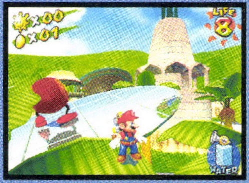
THE A+ CLUB

Only the best of the best of the best games make it into The A+ Club. If you see a title on this list, and it's not in your personal library, you're missing out. Do yourself a favor and play it.

- *Final Fantasy X, PS2*
- *Golden Sun, GBA*
- *Halo, Xbox*
- *Madden NFL 2003, GC*
- *Madden NFL 2003, PS2*
- *Madden NFL 2003, Xbox*
- *Metal Gear Solid 2: Sons of Liberty, PS2*
- *Need for Speed Hot Pursuit 2, PS2*
- *Resident Evil, GC*
- *Star Wars Rogue Leader: Rogue Squadron II, GC*
- *Super Mario Sunshine, GC*
- *Super Mario World: Super Mario Advance 2, GBA*
- *Super Smash Bros. Melee, GC*
- *Tony Hawk 3, PS2*
- *Yoshi's Island: Super Mario Advance 3, GBA*



Super Mario Sunshine

NOW RATED: *Once we've thoroughly played a completed version of the game, we'll give it our final "Now Rated" grade.*

PlayStation®2
grand theft auto
vice city

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MATURE
M
CONTENT RATED BY
ESRB
Violence
Strong Language
Blood and Gore
Strong Sexual Context

EPIC

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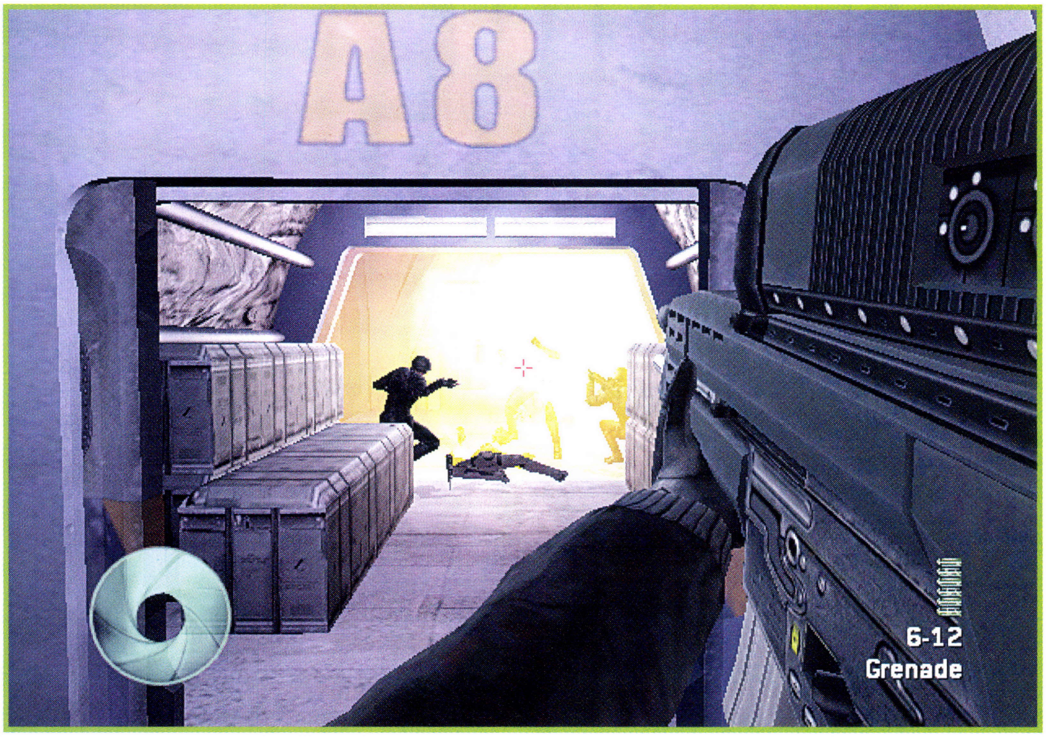
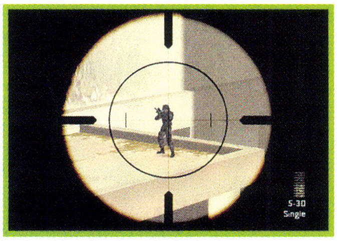
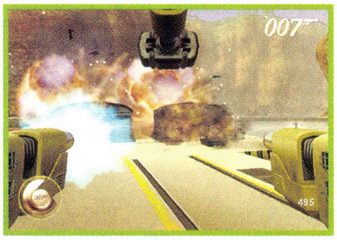
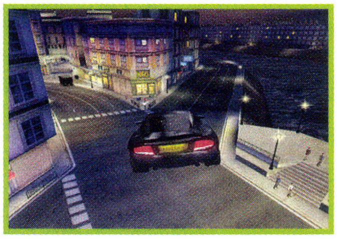








007 NIGHTFIRE

Every Bit As Good As Goldeneye

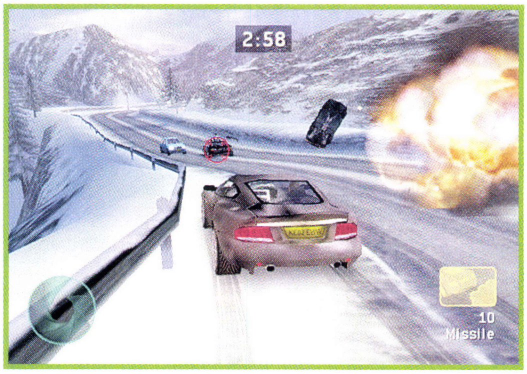
Publisher:	EA
Players:	1-4
Release:	November
Genre:	First-Person Shooter

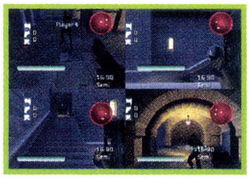
Indulge me as I step back in time to August 1997. Rare's *Goldeneye* debuted in stores for Nintendo 64, accompanied by little hype or fanfare. I rented it and wound up waking friends—on a weeknight!—at 1 a.m., insisting they come by to check it out. We played till the sun came up.

After a string of disappointing follow-ups (*The World Is Not Enough, Agent Under Fire*), I thought that I would never play a Bond game worth comparing to Rare's masterpiece. I was wrong. To my shock, *Nightfire* is every bit as good as *Goldeneye*. I can't believe I'm writing such a thing, but it's true. Playing EA's new disc gave me the same hyperkinetic, this-is-so-cool feeling that Rare's breakthrough cartridge gave me five years ago.

This one starts up with an energetic sniping and driving stage—a pretitle scene, as they call it in the movies. Complete that, and you're treated to a lavish title sequence that really gets you into that "James Bond" mood.

Then the meat of the game—the first-person shooting—begins. The FPS levels are beautifully designed; they allow you to take a number of different paths to reach key locations, and each route is unique. You'll find yourself retrying many missions just to see what happens when you travel down a path that you ignored on prior runs.





Even more impressive are the Aston Martin driving sequences: It's a rush to blow things up while burning lot of rubber. Or treading lots of water: Bond's submarine-car is also great fun to take for a spin.

As for multiplayer, *Nightfire*'s four-player split-screen mode is tough to top. This year, only *TimeSplitters 2* offers as much bang for the multiplayer buck. But *Nightfire* trumps *TS2* with its first-rate single-player mode, making it the best all-around FPS adventure title you'll play in 2002.

— Ethan Einhorn

PROS

- *Action-packed gameplay that never lets up*
- *Branching paths*

CONS

- *Auto-target system is a little too helpful*
- *No system link or online support*

EXTRAS

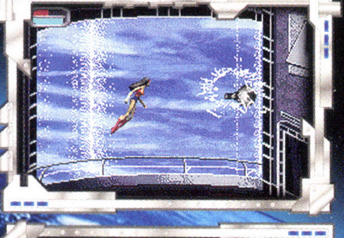
- *Extensive set of multiplayer options*
- *New card-collecting system*

A

JUSTICE LEAGUE™

INJUSTICE FOR ALL

MIDWAY



JUSTICE LEAGUE COMES TO THE GAME BOY® ADVANCE

When global catastrophe strikes and the world is in peril, the call goes out for the *Justice League*, the greatest super heroes of all time. Fighting for truth, justice and freedom, *Superman, Batman, Wonder Woman, The Flash, Green Lantern, Hawkgirl* and *Martian Manhunter* have banded together to fight for the common good against the *Injustice League* in an all-new action adventure title for the Game Boy® Advance. Featuring 12 levels of non-stop action, gamers will overcome dangerous obstacles, an onslaught of villains and discover power-ups on the path to victory!

GAME PREVIEW AT:

WWW.JUSTICELEAGUE.MIDWAY.COM

GAME BOY ADVANCE

EVERYONE
E
CONTENT RATED BY ESRB

Violence

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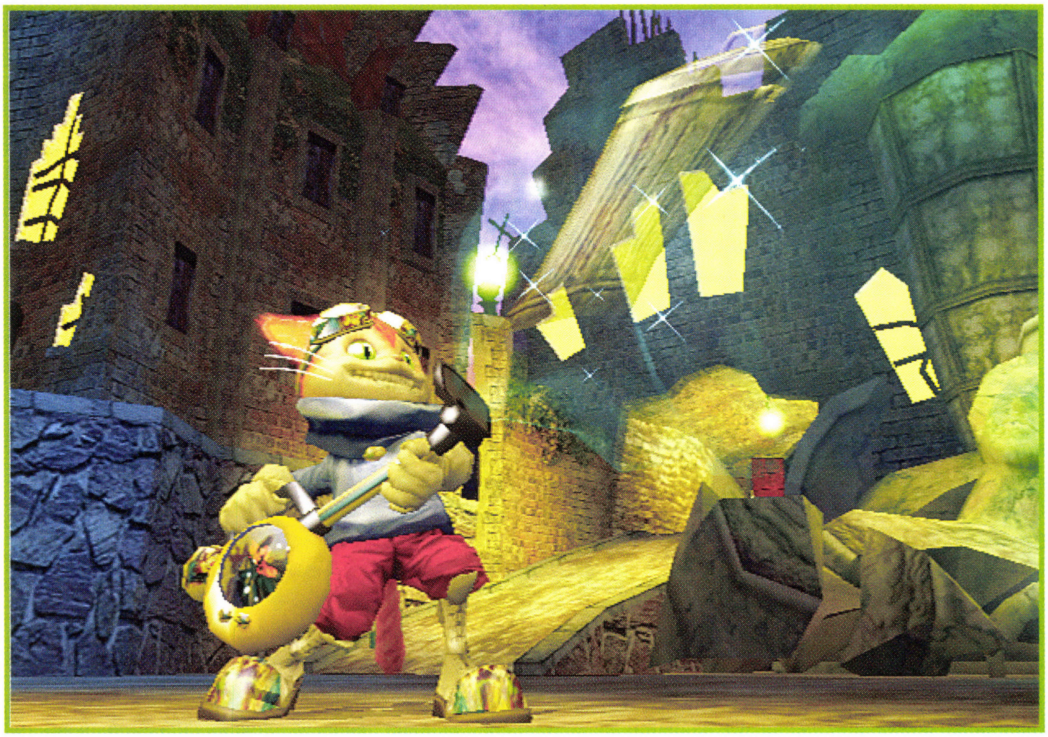
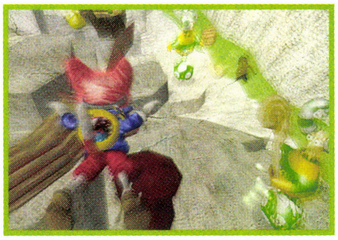
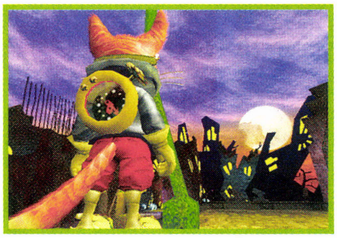




When Blinx goes into Pause mode, you get this cool warping effect. (Or should that be "Paws" mode?)

Environments are quite colorful and lovely in Blinx, we thinx.



Suck it up! That ain't no air-guitarin' cat, that's Blinx using his time sweeper to collect ammo.

BLINX: THE TIME SWEEPER

Will You Own This Game? It's Only a Matter of Time

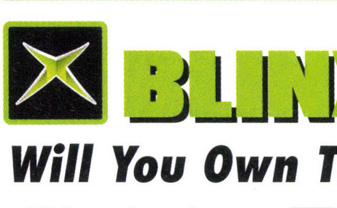
Publisher:	**Microsoft**
Players:	**1**
Release:	**Available Now**
Genre:	**Action**

Own an Xbox? Then you must get *Blinx: The Time Sweeper*. I'm not kidding—**no Xbox library can be complete without it.**

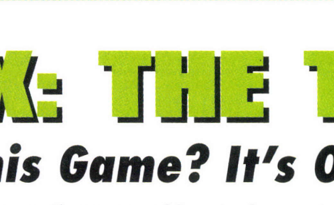
It's not because *Blinx* is a great game (it's good, not great). It's because *Blinx* is one of the most innovative titles you'll ever play. Seriously. Read on.

Blinx places you in the role of an anthropomorphic cat who must rid the galaxy of these monster dudes and save the very fabric of time. Plot aside (please!), *Blinx* is essentially a traditional platformer: Control your cute trademarked® character, carefully winding your way through many levels, picking up weapons, fighting bosses and collecting rewards. Dang if there ain't even a princess to save.

But *Blinx* introduces a very key twist: Through a simple, VCR-like control panel, you get to **muck with time**. Depending on the situation, you can set your controls to Rewind, Pause, Slow-mo, Fast-Forward and Record. **It's a sort of *Matrix/Clockstoppers* vibe, and it is très cool.** Say there are two monsters in your path and they're both tough to handle. Set your control to Pause and then watch as everything stops—except you. Now blast the baddies with ease.



A game with a heart. Collect time crystals like these to build your time powers—Rewind, Pause, Slo-mo, Fast-Forward and Record.



Looks like a bridge is down. Rewind might come in handy here. Say, wouldn't it be cool if real life had a Rewind feature? But only for the good parts.

Imagine scenarios with the other controls: Rewind, for instance, returns a razed bridge to its functional form. Record is the coolest. It records your every move for up to 10 seconds. Then, a sort of ghost Blinx appears and replays your previous actions, letting you accomplish other tasks. Neat.

Blinx is fun, though it's not particularly easy. Levels get challenging fairly early on (World 3 for me—I know, I know). And while controls seem tight, the camera is hella frustrating. You'll find yourself re-adjusting your view way too much.

***Blinx* may not net Game of the Year honors, but it certainly should garner awards for technical achievement. It's that innovative.**

Own an Xbox? Then you must get *Blinx: The Time Sweeper*. I'm not kidding—no Xbox library can be complete without it.

Say—who pressed Rewind?!

—*Tom Byron*

PROS

- *Innovative use of time as a gameplay element*
- *Decent, if standard, platformer*

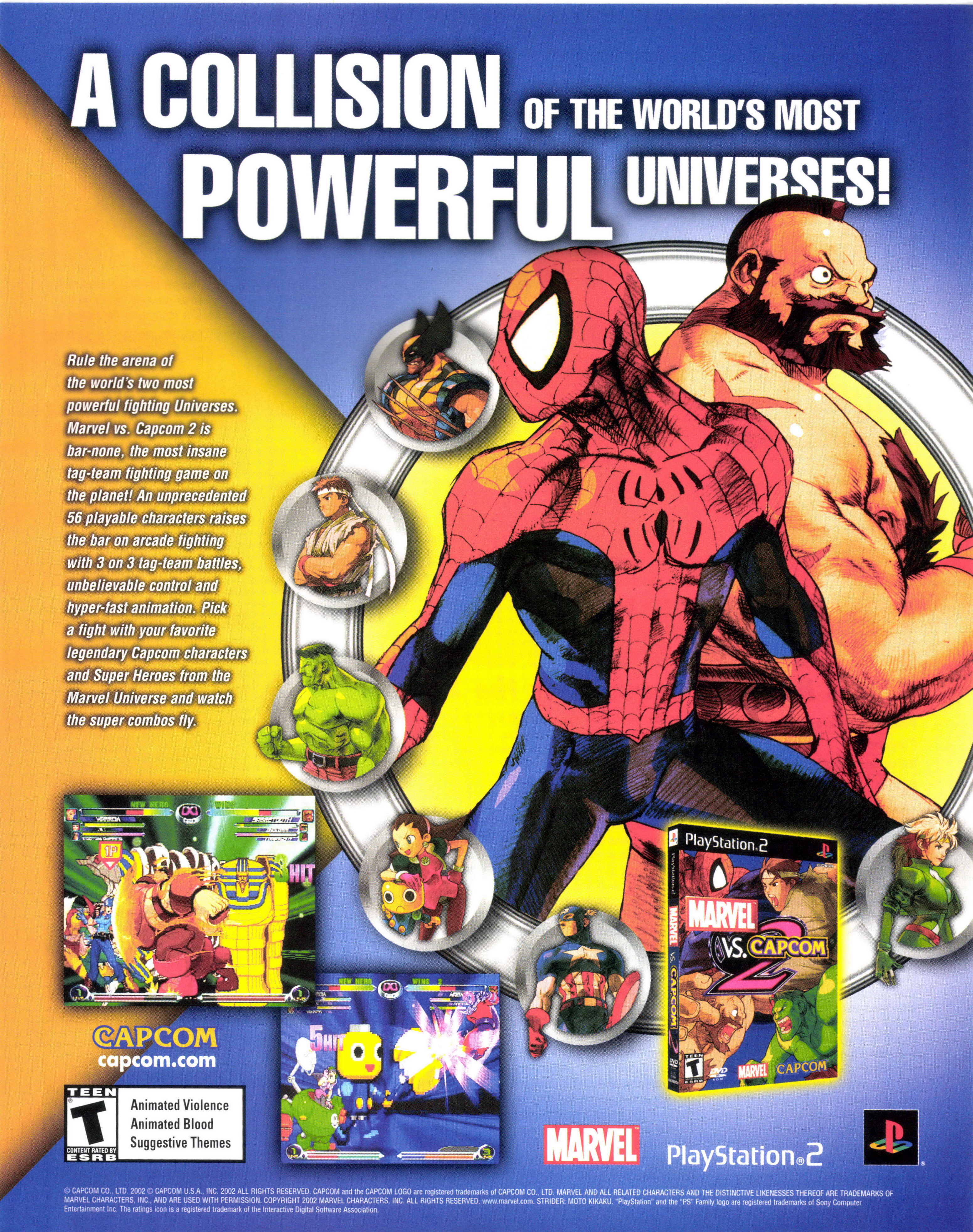
CONS

- *Gets tough early on*
- *Camera is very frustrating*

EXTRAS

- *Uses Xbox's hard drive to record and weave footage back into gameplay*

B+



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Rule the arena of the world's two most powerful fighting Universes. Marvel vs. Capcom 2 is bar-none, the most insane tag-team fighting game on the planet! An unprecedented 56 playable characters raises the bar on arcade fighting with 3 on 3 tag-team battles, unbelievable control and hyper-fast animation. Pick a fight with your favorite legendary Capcom characters and Super Heroes from the Marvel Universe and watch the super combos fly.

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TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Animated Blood
Suggestive Themes

MARVEL

PlayStation 2

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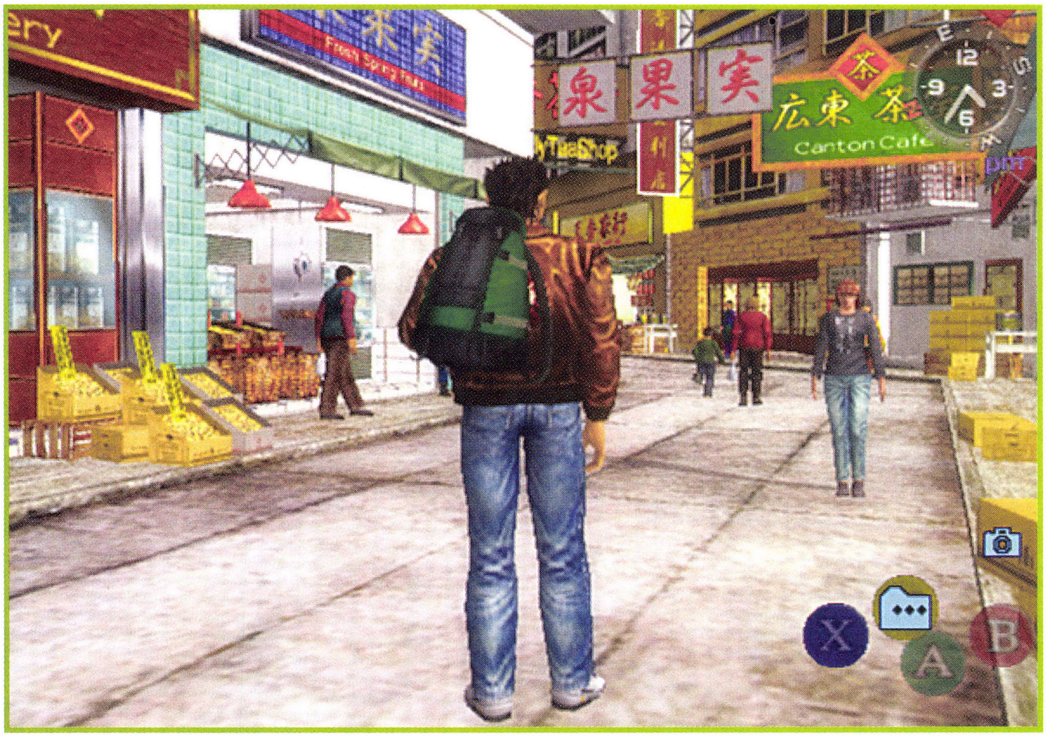
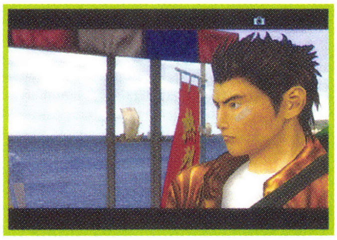
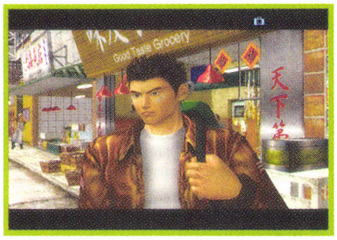
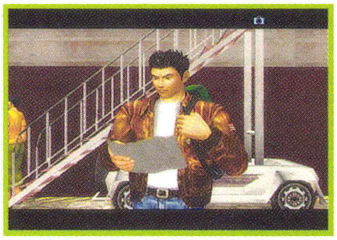


You thought the first game's environments were big? Shenmue II's world is three times the size.







It's easy to get lost in the game's sprawling city; try to pick up all of the maps from the vendors.

SHENMUE II

Sega's Hardcore Sequel Hits the Xbox

Publisher:	**Microsoft**
Players:	**1**
Release:	**Available Now**
Genre:	**Adventure**

Real life can be boring; nobody enjoys doing homework, mowing the lawn or picking up groceries. But if you never had to do any of that, hanging out with your friends (or sitting back and playing video games) wouldn't be as fun or as meaningful as it is now.

Just like real life, ***Shenmue II* can be boring**. Moving wooden crates around a dock for 10 minutes is not fun. Talking to strangers for hours to figure out a single puzzle is not fun. Being made to play pachinko more than a dozen times in a row is definitely not fun. But when something big happens in the game, the event always stands out as exciting. Why? Because all that boring stuff grounds the adventure. The tedious sequences make everything that happens in the game seem more real.

When you're flirting with a fiery redhead or running away from a group of street thugs late at night, you begin to feel legitimately attracted, nervous or frightened. The sensation is uncanny; I can confidently say that **no other game (including the original *Shenmue*) has made me feel so personally connected to its world.** After playing for about 15 hours, you'll feel like you actually "know" Hong Kong, its inhabitants and all of its seedy hangouts.

From a technical standpoint, the game is astonishing. You can talk to anybody that passes on the street, and you can enter nearly every building in the city. But **the complex relationships are what made me love this game;** they are the real draw here. *Shenmue II*'s central characters all have convincing expressions, attitudes and motivations; they seem like real people when you're talking to them. You grow to respect your elders, despise your opponents and fall in love with your lady friends. The last third of the game really reinforces this strength: Ryo's (the hero) brief run-in with Lan Di, his father's killer, is one of the coolest single moments in any video game.

Like *Resident Evil*, *Shenmue II*'s basic play control is awkward at first, but give it time, and you'll get used to it. More intuitive is the game's fighting system, which is fun from the start and becomes surprisingly deep near the end of the adventure. In addition to brawling and exploring, players are given time to gamble, arm wrestle, collect knickknacks from vendors and even fool around with classic arcade games (including *Out Run* and *After Burner*).

Do you have the patience to play a game for days on end before it actually gets fun? If not (and my guess is that most casual gamers will fall into this category), then pass on *Shenmue II*. However, if you want to embark on a **thoughtful, grand-scale adventure that's not afraid to test your patience**, by all means pick this up. It is my favorite game of 2002.

—Ethan Einhorn

PROS

- *Outstanding attention to detail*
- *Complex, dynamic characters*
- *Strong fighting engine*

CONS

- *Some may feel that it's a bit too artsy for its own good*
- *It's pretty slow paced*

EXTRAS

- Shenmue: The Movie comes free with the game, and chronicles all the events of Shenmue I

A

Keep yer hands off me BOOTY!
Trust me, Dutchman, that's the LAST PLACE i would want to put my hands.
NICKELODEON
SpongeBob SquarePants
REVENGE OF THE FLYING DUTCHMAN
Another thoughtful, intelligent conversation from the new SpongeBob videogame.

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THE HOUSE OF THE DEAD III

Publisher: Sega
Players: 1-2
Release: Available Now
Genre: Shooting

MATURE M CONTENT RATED BY ESRB

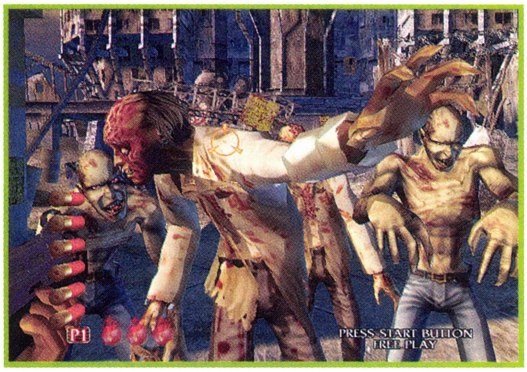
Learn this lesson well, dear reader: In *The House of the Dead III*, **the man with the lightgun is king, and the man without it is zombie chow.**

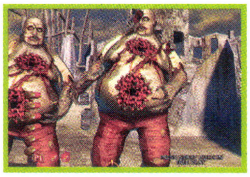
The shambling, groaning, ungrateful dead have returned to the consoles, and they're hungry. *The House of the Dead III*, **the first Xbox game to support a lightgun**, is set in the not-too-distant future, when apparently people will start burying their dead in nothing but a pair of jeans. As heroes Lisa Rogan and G, players must shoot their way through a series of levels, killing all that moves.

A cornball plot, rife with voice acting that would have to step up to rival that of a B-movie, is mere window dressing; the rich pageantry of undead scum served up by *House of the Dead* and the potential to blow said scum to hell stands as the game's great lure. Great fat, bald-headed zombies attack with their rolls of flab jiggling unnervingly, and a slothlike enemy attacks by shaking a fence and dropping dead bodies on its foes. Neat touches abound—**some zombies look suspiciously like *Street Fighter*'s Guile**, and it's possible to blow off individual body parts; blow away a zombie surgeon's hand, and he'll never throw scalpels again, blow off his head and it's back to slab city for him. Sega and its development arm Wow have put much effort into these little touches, and we salute them for that.

Alas, the game is far too short (thankfully, *Dead III* also includes a complete and unlockable version of *The House of the Dead 2*). **Using the Xbox controller is an exercise in frustration**; the analog sticks simply can't offer the pinpoint control needed to blast zombies quickly. The game emphasizes straightforward shooting way more than it does twists, turns and out-and-out surprises, but really, isn't that what video games are all about?

—Greg Orlando





PROS

- *Meet exotic undead; kill them*
- *Unlockable House of the Dead 2*
- *Zombie-blastin' fun*

CONS

- *Way too short*
- *Very straightforward*
- *Need lightgun to fully enjoy*

EXTRAS

- *Plenty of goodies to collect*
- *Unlockable sneak preview of the movie*

B-

TOEJAM & EARL III: MISSION TO EARTH

Publisher: Sega
Players: 1-2
Release: Available Now
Genre: Action

TEEN T CONTENT RATED BY ESRB

Don't feel too bad if you've never heard of ToeJam & Earl—the duo hasn't starred in a video game for almost 10 years. Still, that hasn't stopped Sega from bringing the hip-hop aliens back in a brand-new adventure.

As a big fan of the first game in the series, I was looking forward to this one. I was worried, however, that the sequel wouldn't capture the humor and easy-to-get-into gameplay of the original. **Luckily, Sega stayed very true to the spirit of that 16-bit fan favorite.**

Like I said, the gameplay is relatively simple. You control one of three characters (ToeJam, Earl or their new, unnecessary friend, Latisha) as you travel though multiple lands, searching for the lost "Albums of Funk" in dozens of mazelike levels.

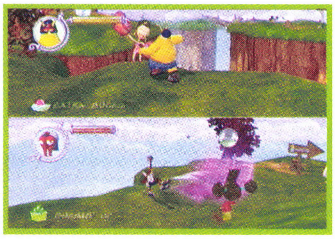
The main challenge comes from navigating through the stages, since your map screen shows only the areas that you've already explored (think *WarCraft*'s Fog of War).

There's a wide variety of power-ups in the form of presents scattered about the levels. Figuring out which present you need to access a new area or defeat an enemy adds a good element of strategy. And really, who doesn't like getting presents? **There's also a split-screen two-player mode that makes the game twice as fun.**

Adding to the fun are the voiceovers. Throughout the game, both the main characters and the enemies constantly wisecrack. It's pretty darn funny, but it can get repetitive after a while. You'll also find that occasionally the hip-hop lingo feels a bit forced and decidedly "unfunky."

***TJ&E3* is great, and it's even better when played with a friend.** Just beware—if you go into it expecting to explore vast worlds like *Super Mario Sunshine*, you'll be very disappointed—this is old-school *ToeJam & Earl* brought into the 21st century.

—Phil Theobald



PROS

- *Classic gameplay, large levels to explore and some really funny jokes*

CONS

- *Feels like an enhanced 16-bit game*
- *Some attempts at being "funky" come off poorly*

EXTRAS

- *You can download new stages with Xbox Live. How cool is that?*

B+

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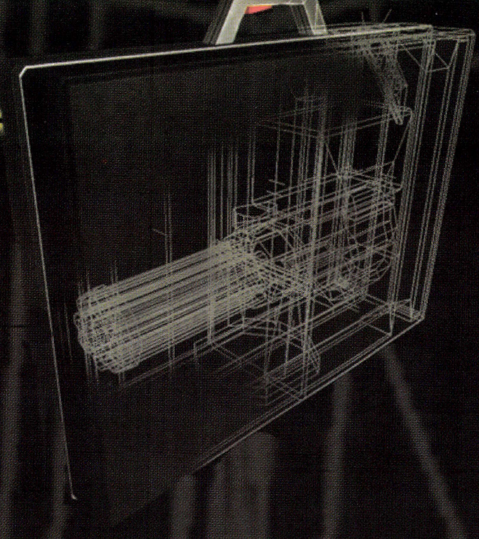
Laser

Lets you quietly cut through locks and hinges. Upgrade: Increased power shortens cutting time.

Phoenix Ronin

An automated gun that can be used as a sentry to protect an area. When enemies use one against you, disarm it from behind.



Aston Martin

The ultimate ride. This vehicle comes equipped with a smoke screen, turbo boost, machine guns and missile launchers.

Shaver

A remotely detonated grenade that temporarily blinds and stuns opponents. This is a handy, disguisable item.

Q Worm

Installs viral code that allows M16 to retrieve data from foreign computer systems. It's the ultimate hacker's tool.

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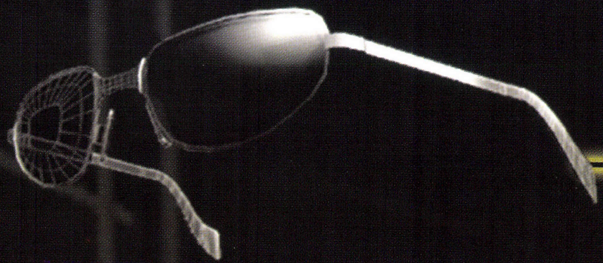
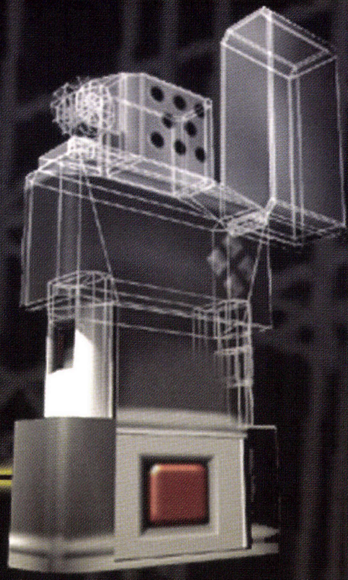


UE Glasses

Provides the ability to see opponents in the dark and detect their body heat. These are great for night missions and stealth sequences.



Micro Camera

Provides magnified surveillance as well as the ability to photograph sensitive materials. Upgrade: Increased magnification, plus bio-target designator.

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LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

Publisher: Vivendi Universal
Players: 1
Release: Available Now
Genre: Action

For those of you who can't wait for the next *Lord of the Rings* movie, Vivendi Universal offers an option that lets you delve into Tolkien's world much sooner.

Lord of the Rings: The Fellowship of the Ring is an adventure-style game based on the first book in the *LOTR* trilogy (at least while you play as Frodo). Playing as Gandalf, and especially Aragorn, shifts combat a little more to the fore, but this isn't really *FOTR*'s focus. It's too bad—developer WXP had a real opportunity to re-create key moments from the book with plenty of bravado. But it didn't: *FOTR*'s story line is basic at best, and merely **glosses over some of the more key plot points of the novel** upon which it is based.

What's more, the interface for blocking and attacking—even with Aragorn and Gandalf, who are there to take a more aggressive role than Frodo—boils down to nothing more than running around in circles or a block-swing-block-swing mess. It also seems as though the power of the Xbox isn't being taxed, with relatively **low-resolution texture work and simplistic models**—though there are a handful of nice lighting effects, and the flowing water looks slick.

FOTR isn't all bad; it drips of Middle-earth authenticity. But with a long-winded (yet basic) story and frustrating combat, the game just tends to drag on a little too much to keep all but the most ardent Tolkien fans' interest up.

—Sam Bishop

PROS

- *Gaelic-style music supports a nice Middle-earth authenticity*
- *Decent voice acting*

CONS

- *Half-assed story line*
- *Combat is far too underdeveloped*
- *Singing?! Singing! Ahhhh!!!*

EXTRAS

- *Slip on the One Ring when the Ring Wraiths are near and watch their appearance change. Cool.*

C+

RED FACTION II

Publisher: THQ
Players: 1-4
Release: Available Now
Genre: First-Person Shooter

If you were to strand me on a desert island and force me to choose between *Red Faction* and *Red Faction II* as the one game I could take with me, I'd have to pick the original. That's not to say that the sequel is a bad game—it isn't, by any means. It's just that I really enjoyed the slower, more strategic pacing of the first game a lot more than the superfast, intense action of the sequel.

And **"intense" really is the word to describe *Red Faction II*.** There's so much going on around you—so much more than in the original—that it can get a little frustrating. And a few major flaws make things worse. The first is that it takes way too long to reload your weapons. Even the smaller, quicker weapons take forever to reload, and you end up dying a lot because of it. The other problem is that your enemies take way too much damage before they finally go down. I understand that they're bioenhanced...but if the weapons my character carries are half as powerful as they look, these guys should be dropping like flies. Instead, they're dropping me. That's just not right.

The good thing is that the story and visuals help balance out the frustrating death issues. Some areas have beautiful graphics, and the story is nicely complex. The vehicles are fantastic, too—hopping into a mech and **blowing up crap just made my day.**

If you thought the original *Red Faction* was too slow (or too ugly), this game will probably be just what the doctor ordered. But if you liked the more serious, thoughtful pacing of the original, you might just want to stick with that and save *Red Faction II* for a rental.

—Joe Rybicki

PROS

- *Great graphics, deep story, cool vehicles*
- *Pretty serious level of challenge*

CONS

- *Too darn hard, for all the wrong reasons*

EXTRAS

- *Substantial multiplayer mode could still use some work*

B+

SUPERMAN: SHADOW OF APOKOLIPS

Publisher:	**Infogrames**
Players:	**1**
Release:	**Available Now**
Genre:	**Action**

Given how sketchy the last *Superman* game was (*Superman 64,* for those lucky enough to not know), it's natural to approach *Shadow of Apokolips* as you would three-day-old roadkill. Do that, though, and you'll miss out on something that's actually pretty fresh. Remember how cool it was when Neversoft finally got *Spider-Man* right in its original PS1 game? Well, this new *Superman* game is almost as cool. Controlling the character just feels right, with all the crazy stuff you'd expect to be able to do just a simple button-combo away—everything from heat vision, ice breath and atomic ground stomps. In short, **the Man of Steel's powers are amazingly realized.**

If the levels had been a bit more varied, then this would have been some hot stuff indeed. They get pretty repetitive, for the most part consisting of wave-upon-wave of enemy robots attacking you. There are a few exceptions, and these go a long, long way toward hinting at what the game could have been. One really rad level, for example, has you flying around the inside of a volcano, ferrying coolant containers through curtains of flame and pillars of fire in order to cool down a reactor set to meltdown. The fact that you go on to fight 10 billion waves of lame cyborgs immediately after is like a splash of cold water.

At the very least, the game will make you excited for its inevitable sequel. You'll probably even appreciate its tight gameplay, too, but just **be prepared to get real sick of wailing on robots** and tanks. I know that sounds impossible, but trust me.

—Miguel Lopez

PROS

- *Amazing controls*
- *Looks just like the slick cartoon series*

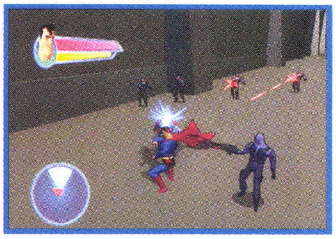
CONS

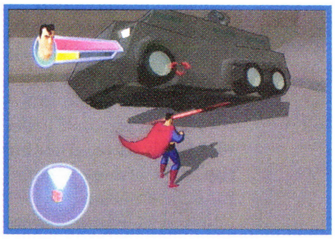
- *Levels get repetitive pretty fast*
- *Not enough variety to enemies*

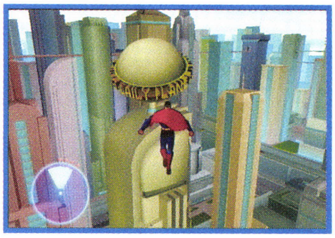
EXTRAS

- *Standard set of DVD extras: basically, a bunch of concept art and character bios*

B-







BLOODRAYNE

Publisher:	**Majesco**
Players:	**1**
Release:	**Available Now**
Genre:	**Action**

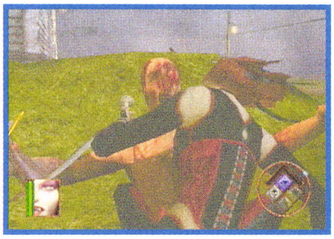
Just when I thought that vampire games were the most played-out concept imaginable, in comes *BloodRayne*. At first glance, it's one of those "has it all" games that you'd probably be suspicious of, with its sexy 'n' sassy heroine, exhaustive laundry list of weapons and **gallon upon gallon of thick-flowing blood.** Thankfully, it all comes together in a very fresh way—the action is dizzyingly fast, the controls are untouchably on point and the visuals are rock-solid.

Although it's a third-person game, *BloodRayne* totally uses a first-person-shooter-style dual-stick control scheme. The variety of weapons you get to use is pretty impressive in and of itself, and this is compounded by the fact that you can double-fist most firearms. What's even cooler is that you're allowed to aim at two targets at once when doing so, so don't worry about gangs of zombies getting you in a pincer.

You also have razor-sharp blades strapped to elbows for close-range fighting. The kind of ginzu-acrobatics you'll perform with these are very impressive indeed. And since you're part vampire, you can also feed off your enemies' carcasses (both living and dead). Heck, if you get them in the right position, you can even use their bodies as bullet-shields as you suck them dry. **Sick.**

My biggest beef with the game is that it never really feels like your hits are connecting; it's more like slashing thin air, with blood flying everywhere. But it's a small quibble in the grand scheme; *BloodRayne* is way neat, and you should **check it out if you're not too wussy for the gore.**

—Miguel Lopez



PROS

- *Hectic, maniacal pacing and nonstop action*
- *Awesome control scheme*

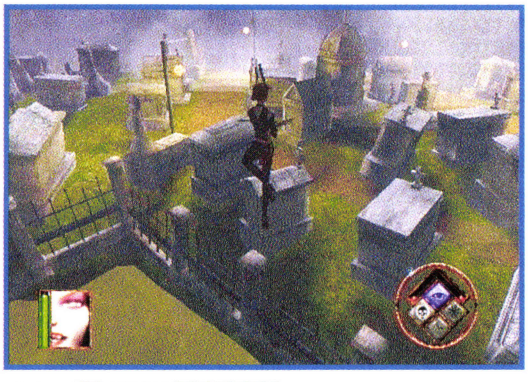
CONS

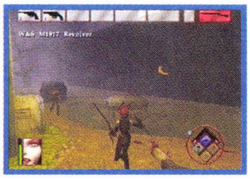
- *Hand-to-hand combat lacks impact*
- *The rating might prevent you from buying it*

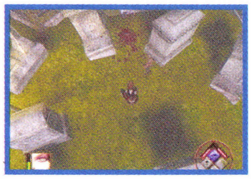
EXTRAS

- *Not much in the way of extras, unless you count a funny way of entering secret codes*

B







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ESRB

15 thrilling race tracks. That's just for starters. The Pulse Racer INFINITRAX system lets you create endless exhilarating tracks to suit your style--hard and fast for maximum excitement, or full of curves to harass your opponents. Sleek vehicles, furious missiles, electrifying plasma beams? All more ways to increase the rush. Pulse Racer--the future of racing is now here.

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ENTERTAINMENT

XBOX

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SHINOBI

Publisher: Sega
Players: 1
Release: Available Now
Genre: Action

Have you ever desperately wanted to like a game that you knew, deep down, wasn't very good? That's how I felt playing *Shinobi*. Sega gets so many elements right: The action is fast-paced, the hero looks ultra-cool (he almost appears to be painted onto the television set) and the end bosses are sweet. **But the level designs are a total joke, spoiling the whole experience.** The backgrounds are made up of surprisingly simple-looking (think PS1-style) wall textures, so it's way too easy to get lost in a stage. You often feel like you're playing through the same area over and over again. And a tap-fest fighting system and repetitive enemies don't do anything to alleviate the problem.

I'd say that **it takes a little more than an hour to get totally sick of** ***Shinobi***, not only due to its repetitive nature, but also because the learning curve goes bonkers at the start of the third level. Just as you're getting a handle on the play mechanics, the enemies get ridiculously tough. I mean, ninja tough—it'll take even hardcore gamers half a day (or longer) to get through some of these stages. **Virtually no health power-ups + enemies that can attack you from offscreen = hurling your game pad at a wall.** I'm not against a good challenge, but *Shinobi* takes the notion to a preposterous extreme.

This is **one of the most disappointing titles of the holiday season**. It isn't unplayable, but it's light years from fantastic, and frankly, that's what we were expecting it to be. If you want to play a real ninja game, dig up *Revenge of Shinobi* for the Sega Genesis and forget this mess.

—Ethan Einhorn

PROS

- *Beautiful, fluid animation*
- *Running on walls is crazy fun*

CONS

- *Play 10 minutes and you've played the whole thing*

EXTRAS

- *Unlockable characters, including the original Shinobi ninja, Joe Musashi*

C-

TIMESPLITTERS 2

Publisher: Eidos
Players: 1-16
Release: Available Now
Genre: FPS

A few years back, when PlayStation 2 launched, a group of ex-Rare (read: ex-*Goldeneye*) developers released a new first-person shooter. They called it *TimeSplitters*. It wound up being one of the ultimate pop-'n'-pizza games: Three buddies, a fridge full of Pepsi and some pies made for many weekends of fun. Sadly, the one-player mode was lacking, and the simple fetch quests were a drag.

The much-anticipated *TimeSplitters 2* addresses those flaws with a vengeance. Players can now bust through a solid solo adventure that takes place during interesting cross-sections of time: You get to roam the streets of Chicago during the roaring '20s, help Quasimodo and Esmerelda battle goons in Notre Dame, etc. Every stage has an easy-to-follow set of objectives that update as you progress.

If straight-up action is your thing, there's also a terrific Arcade mode that sets its focus on big frag fests. Three stages of difficulty and a ton of challenges will make this mode the meat of the disc for many players.

Multiplayer has been amped significantly, too. Finally, you can put that iLink cable to use and **hook up your deck to as many as three other PS2s**, for parties where nobody has to sit on the sidelines.

TimeSplitters 2 has a few flaws: Its Co-op Adventure mode is barf-bag choppy, the **Online mode didn't make it to the final package** and the weapon-switch interface is clumsy. But these things are easy to overlook when you consider how many things the game gets right. This is one of the best multiplayer experiences you'll find on the PS2.

— Ethan Einhorn

11th
40
19 104
19

PROS

- *A boatload of fantastic multi-player and single-player options*

CONS

- *Lacks online play*
- *Co-op Adventure mode is barf-bag choppy*

EXTRAS

- *iLink capabilities*
- *Robust level editor*

B+

HENRY
LANCEL
2/576

GET READY TO TALK SOME QUACK.

Your favorite Disney characters go nose-to-beak in the world's hottest sports. Join Donald, Mickey, Minnie and Goofy as they compete in the excitement of pick-up-and-play action in six new Disney Sports games. Be prepared to ruffle a few feathers.

Disney Sports

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB

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Disney Interactive

6 GREAT SPORTS. 6 GREAT GAMES.
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BASKETBALL · SNOWBOARDING · MOTOCROSS

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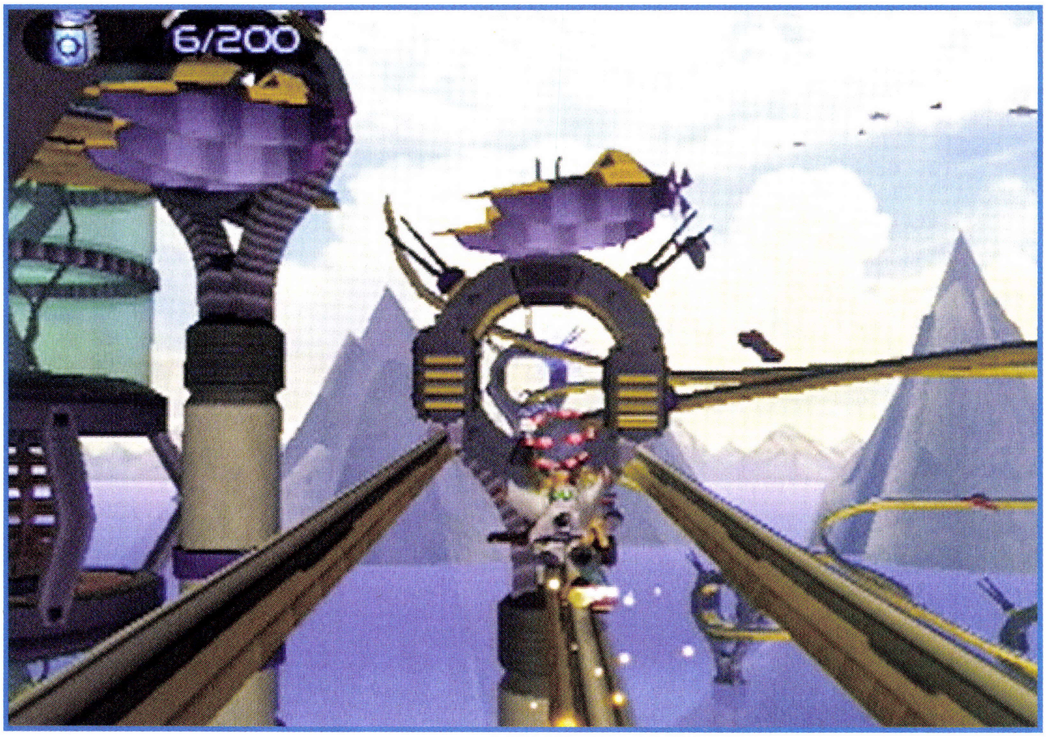
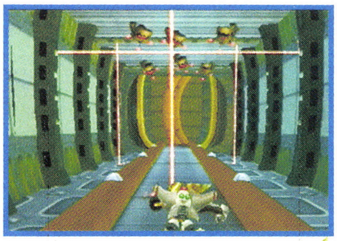
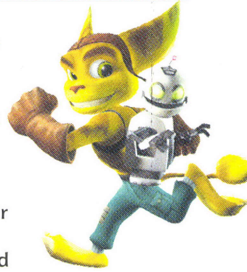




PS2

RATCHET & CLANK



Yawn-Inducing Frontman, but the Gameplay's Great

Publisher:	Sony CEA
Players:	1
Release:	Available Now
Genre:	Action

With so many platform games coming out this year, the question isn't whether you should play them—it's which you spend your time playing. And *Ratchet,* despite starring **one of the least-interesting main characters ever** (namely, Ratchet himself), is a lengthy, enjoyable adventure—enough to satisfy any PS2 platformer fan.

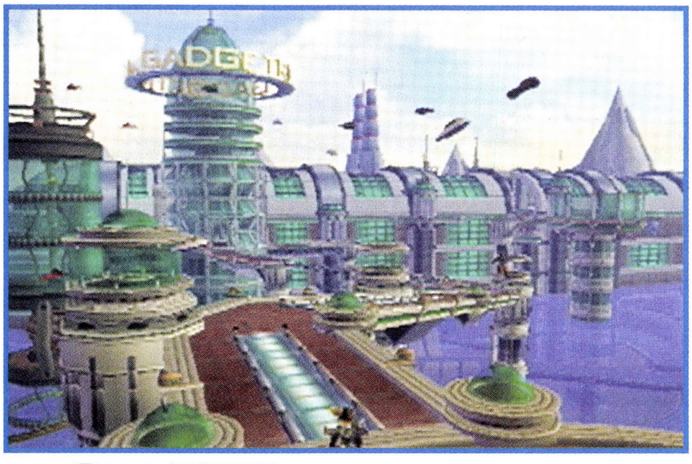
It's hard to pinpoint exactly what's so unlikable about Ratchet. Maybe it's his plain, expressionless face. Or his "I'd rather be a hoverboarding champion" attitude when it comes to saving the galaxy. Take your pick—he's still the weakest link in this dynamic duo. On the other side of the coin is Clank, the robot strapped to Ratchet's back, who gives Ratchet new moves and provides the comic relief. Even though he doesn't get to do much, the bits where you go it alone as Clank are among the most enjoyable sequences in the game (disappointingly short though).

Aside from that, *Ratchet* is **a superbly designed platformer.** It spans 18 huge levels, each with multiple paths, built so there's virtually no backtracking over past areas (something that kills other similar titles). The gameplay's nicely varied—one minute you're running around as Ratchet, then you're controlling a gun turret destroying huge airborne gunships, or you're in your own ship fighting a space battle.

As you traverse the levels, you'll acquire a virtual smorgasbord of weapons and gadgets to help reduce enemies into piles of bolts. Choosing the right gun for the job and budgeting ammo is part of the fun and key to successfully completing your mission.

If Ratchet had more personality, this game might've been more fun. Still, this is a huge adventure that's well worth your gameplaying time.

—Chris Johnston



PROS

- *Long quest*
- *Tons of weapons*
- *Clank*

CONS

- *Ratchet's a boring character*
- *Not enough Clank*

EXTRAS

- *Good number of side missions and optional quests after you've beaten it once*

B+

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Story Mode
Monkey Tennis
Monkey Soccer
Monkey Boat Race
Monkey Baseball
12 party games!
over 150 new stages!
all new story mode!
SUPER MONKEY BALL 2™
EVERYONE
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DDRMAX: DANCE DANCE REVOLUTION

Publisher: Konami
Players: 1-2
Release: November
Genre: Music

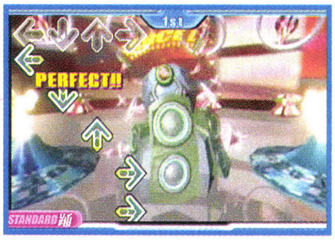
Man, do I enjoy the *Dance Dance Revolution* games. Sure, you have to use the special dance pad controller to get the game's full effect, but it's more than worth it.

DDRMAX is the latest incarnation of Konami's dance-sim game, and it's the first one released on the PS2. It's also the **biggest DDR game ever.** Biggest to the tune of 71 songs (I'd like to take this opportunity to remind Ethan that his beloved *Britney's Dance Beat* has a whopping five songs).

There are a few new features to the series, like the Freeze Arrows, which bring an extra level of coordination to the dances, and the Oni mode, a devilishly hard nonstop challenge mode that you'll be lucky to survive, much less complete.

Sure, *DDRMAX* is just a bigger and better version of the previous incarnation of *DDR*, but why mess with success? Plus, with 71 freakin' songs, you'll be playing for months.

—Phil Theobald



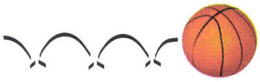
PROS
- A ton of songs
- The perfect party game
- You'll probably lose a few pounds

CONS
- You gotta buy a dance pad to fully enjoy the game
- Missing some classic DDR tunes

EXTRAS
- You have to unlock most of the 71 songs
- Plenty of different modes to play

A

NBA 2K3



Publisher: Sega Sports
Players: 1-8
Release: Available Now
Genre: Sports

Sega's *2K* series has grown from would-be contender to best all-around basketball game on the planet. This year's edition only serves as a reminder that **it's *2K3* or bust if you're a serious hoop head.**

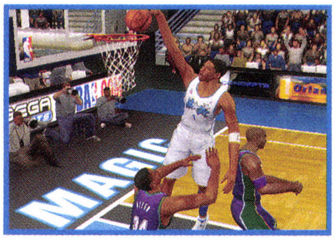
Sporting a brand-new ESPN license, *2K3* has made serious strides in the presentation department. Menus, stats screens and camerawork all reflect what you'd expect from a TV-style format.

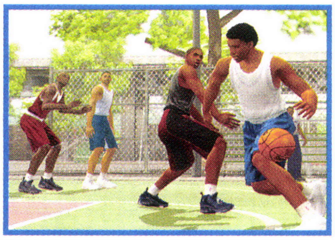
Gameplay-wise, *2K3* offers a host of improvements. A revamped low-post game allows for pivots, turnarounds and fade-aways. It's a realistic portrayal of what big men can do in the NBA.

Multiplayer mavens will be glad to know that ***2K3*'s online option is smooth and playable,** especially over broadband. Dial-up players can enjoy the action, too, but lag is more of an issue.

This might be one of the few titles that kicks *Madden* out of my PS2 tray. It's that good, and is a definite contender for sports game of the year.

—Dan Leahy





PROS
- Superb low-post game
- Every option imaginable
- Online play and Franchise mode

CONS
- Fast-breaks aren't depicted well
- At times, passing feels sluggish

EXTRAS
- Online play adds months of replay value

A

NBA LIVE 2003

Publisher: EA Sports
Players: 1-2
Release: Available Now
Genre: Sports

NBA Live's next-gen lifespan has been marked by disappointment and lagging sales. This year's *Live*, however, is revamped and finally features the fun, up-and-down hoops experience we've all been expecting.

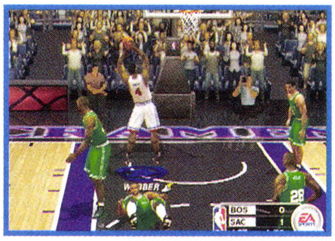
This series is not known for its sim elements, and little has changed there. The **offensive flow is fast and furious**; I love the pace here. But sometimes, defensively, it's a bit frustrating. A new charge button and improved defensive stance allow some measure of control, but not much more.

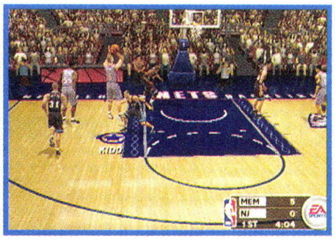
Blocked shots are one of *Live*'s strong points. You can swat with reckless abandon, and the results are impressive. But why can't you block a layup or dunk?

***Live* joins the online fray** with relative success. It runs at only 30 frames-per-second (compared to 60fps offline). It's not a big deal, though—you'll adjust in no time.

Overall, this is a nice surprise. It's simple, straightforward fun, and a nice change of pace from *NBA 2K3*.

—Dan Leahy





PROS
- Intuitive freestyle control model on offense
- Bright and vibrant visuals

CONS
- Defense is a chore
- Tossing ball down to your big men is a bit unrewarding

EXTRAS
- One-on-One, Online and Franchise modes

B

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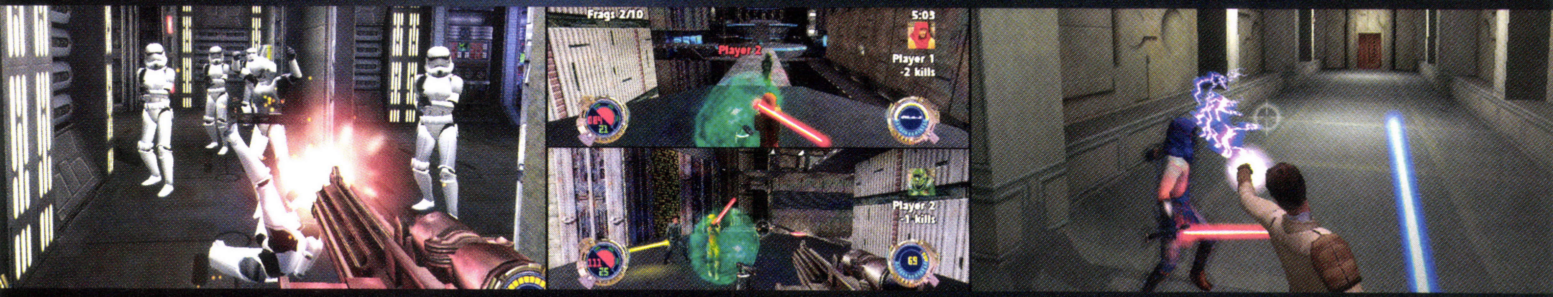

Official *Star Wars* Web Site www.starwars.com

TEEN
T
CONTENT RATED BY ESRB
Violence

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XBOX™
ACTIVISION®
RAVEN SOFTWARE
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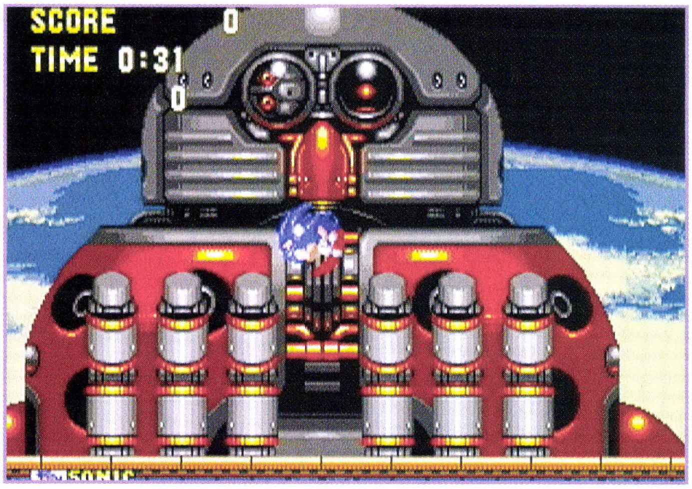
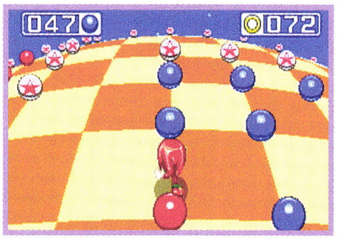
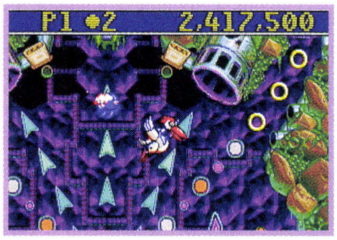
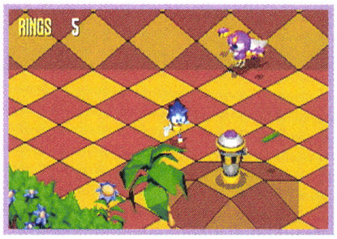
TIME 0:30
RINGS 17
SONIC × 3







SCORE 230
TIME 2:18
RINGS 1



SONIC MEGA COLLECTION

A Bit of Video Game History on the Cube

Publisher:	**Sega**
Players:	**1-2**
Release:	**November**
Genre:	**Action/Puzzle**

EVERYONE E ESRB

It's a shame that many of today's younger gamers have never played most of the classic games from the 8- and 16-bit era. Sega has taken steps to alleviate that problem by releasing the extremely cool *Sonic Mega Collection* for GameCube. The heart of this package is comprised of the four main Sonic games, *Sonic the Hedgehog 1-3* and *Sonic & Knuckles*. Each of **these classics holds up remarkably well** given its age, and will keep Sonic lovers enthralled for weeks on end.

Dr. Robotnik's Mean Bean Machine is another great title included here. Despite the horrible character designs (inspired by the equally horrible Sonic cartoon), this variation of the Japanese puzzle game *Puyo Puyo* **is still one of the best puzzle games ever made,** and it's even better with two players. Sadly, **not every game in the collection is a winner.** *Sonic Spinball* is a slow, boring pinball game with sluggish control. You'll quickly tire of it. Even worse is *Sonic 3D Blast*, an isometric action game with poor control and dull, sparsely populated worlds. Why, Sega, why?

NEXT
1P
DR R
STAGE 2
SCORE
90×13
40

The hidden games are all quite good. Not to spoil any surprises, but three of the five titles are the versions of *Sonic the Hedgehog 1-3* that you unlocked when you connected the original Genesis carts to the *Sonic & Knuckles* cartridge. I'll leave the other two games a secret, but they're great fun and add a lot of replay value. Also included are various extras, like a collection of all the Sonic comic-book covers and a few promotional movies (including animation from the Sega CD game, ***Sonic CD*, which is, sadly, not included**). These extras are cool, but not nearly as impressive as those included on the previous Sonic anthology, *Sonic Jam*, for the Sega Saturn.

Despite the disappointing extras and a few subpar titles, there's no denying that ***Sonic Mega Collection* contains some awesome games.** And since it's sorta a history of video games, you can probably convince your parents that it's "educational." **Sonic fans owe it to themselves to pick this up.**

—Phil Theobald

PROS

- *Contains some of the best platform games around*
- *Hours of entertainment*

CONS

- *Sonic Spinball and Sonic 3D Blast kinda suck*
- *Where's Sonic CD?*

EXTRAS

- *Some cool (but not enough) peeks into Sonic history*
- *Five hidden games need unlocking*

A-

Things in the light are not the same in the dark

THE LEGEND OF
ZELDA
A LINK TO THE PAST

Nintendo
GAME BOY ADVANCE

EVERYONE
E
CONTENT RATED BY
ESRB

Mild Violence

Features the multi-player adventure, Four Swords.

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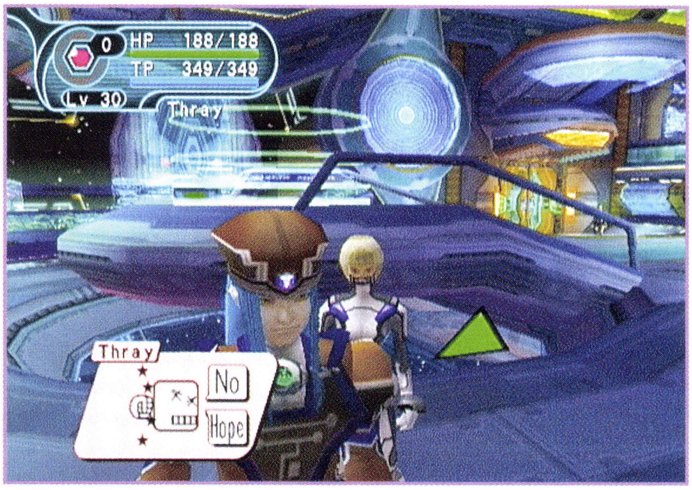
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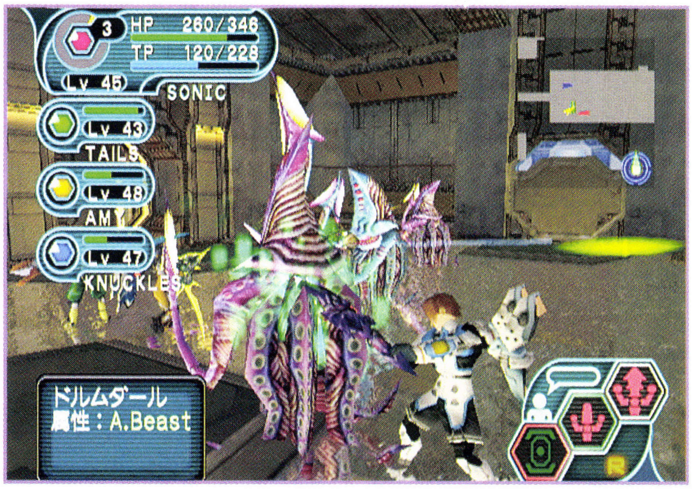
TP 349/349
Lv 30
Thray
Thray
No
Hope


HP 260/346
TP 120/228
Lv 45
SONIC
Lv 43
TAILS
Lv 48
AMY
Lv 47
KNUCKLES
ドルムダール
属性：A.Beast

Lola
Nano Dragon
Attribute:A.Beast
Thray

SONIC
KNUCKLES

SONIC
TAILS
AMY
KNUCKLES

SONIC
ガル・ダ・バル海底
プラントエリアより受信…
識別コード確認…

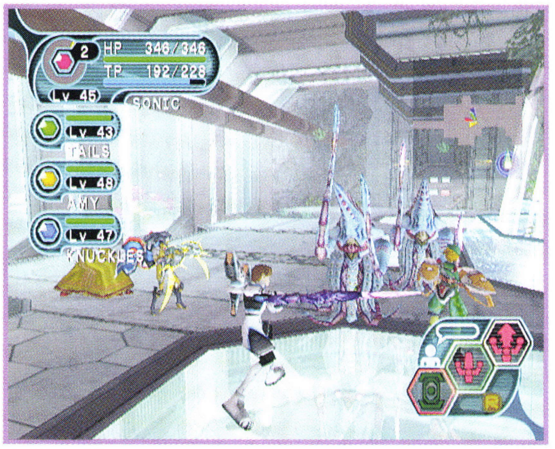
PHANTASY STAR ONLINE EPISODE I & II

The First Online Console RPG Is Back. The Cost? Your Firstborn!

Publisher:	**Sega**
Players:	**1-4**
Release:	**Available Now**
Genre:	**RPG**

When it originally came out for Dreamcast, *Phantasy Star Online* caused a great many people to flip out. It was a real-deal multiplayer RPG for the console. It was cool looking, easy to get into and, provided you had an Internet connection, absolutely free to play online. These factors made *PSO* one of Dreamcast's defining games, and it's maintained a consistent (if a little nutty) fan base to this day.

You have those fans to thank for *PSO*'s arrival on GameCube. **The core game itself hasn't changed much, but it's been expanded a whole bunch**; the smaller additions include new character classes and items and some tweaks to the game's interface and functionality. The more significant additions take the form of an entirely new second "episode" in the saga (which you can hop into at your leisure), **and a split-screen multiplayer mode for the broadband-challenged.** The second episode isn't quite as long as the first (which, for all intents and purposes, is the *PSO* that thousands already know and love), but it's definitely a bit more challenging. **So yeah, there's a whole lot of meat here. No question about it.**


HP 346/346
TP 192/228
Lv 45
SONIC
Lv 43
TAILS
Lv 48
AMY
Lv 47
KNUCKLES

Problem is, Sega wants to charge you a crapload of money to play the game as it was intended—namely, online. **Paying $8.95 per month is a crapload, right? Well, it is, considering what the game doesn't give you**—a persistent world (like in *EverQuest*), or any sort of ranking system. To its credit, Sega promises a bunch of downloadable content for online subscribers, such as a version of the Saturn classic *NiGHTS* that's playable on a GBA. But seriously, is that enough? You've heard of the PC game *Diablo*, right? *PSO* is basically a cooler-looking, console version of it. But ***Diablo* is free. *PSO* should be, too.** If you're willing to shell out the cheddar, then you'll probably have fun with this. The thing is, you shouldn't have to.

—*Miguel Lopez*

PROS

- *Online play never gets old*
- *Myriad interface improvements over Dreamcast version*

CONS

- *$8.95 per month to play online!*
- *Offline mode is kind of mind-numbing*

EXTRAS

- *Downloadable GBA mini-games*

B-

Cheats to go, cheater's drive-through, codes on the run—you get the idea. We suggest you cut 'em out and slip them into your game's case. This way there'll be no more running back to the computer and no more looking for lost magazines whenever you need a trick. It's a great system, trust us.

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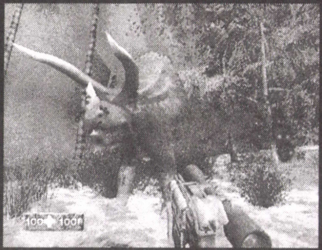
TURQK EVOLUTION

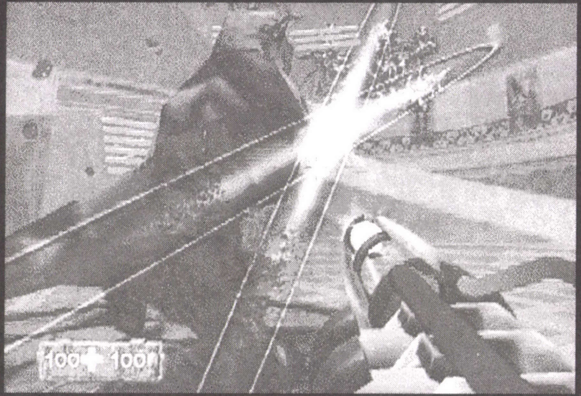
XBOX/GAMECUBE/PS2

SECRET MENU

Turok mocks you. It shows a Cheat Code screen in the Options menu, and laughs when you attempt to input the letters. Add a degree of glee to your dino hunt and tap in these codes. For all levels, try SELLOUT. Invisibility is all the rage thanks to SLLEWGH (that's "HGWELLS" backwards, time-traveling bookworms). Need more ammo than Ted Nugent? Go with MADMAN. Invincibility? Type EMERPUS (or "SUPREME" backwards). Finally, all weapons is TEXAS.

Note that TEXAS gets you all the weapons on that stage only. Invisibility keeps critters standing still, even when you fire. And you skip to level 10 when you load a saved game.





GAMENOW

MAT HOFFMAN'S BMX 2

PS2

SPECIAL CODES

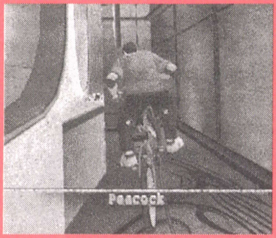
Try these Specials when your meter turns green:

Mat Hoffman

Back Flip Tail Whip:
R, D, Cir

Barhop:
R, L, Cir

Peacock (right):
L, U, Cir



Kevin Robinson

Pendulum:
L, R, Squ

Rocket 1-Foot C-bar:
R, L, Cir

No-hand Backflip:
D, R, Squ

Mike Escamilla

Back Flip No-foot:
L, R, Cir

Body Varial:
R, U, Squ

Decade Air:
R, L, Squ

Nate Wessel

Back Flip No-foot:
R, L, Cir

Pendulum:
L, R, Squ

S-man Doub Seat:
D, L, Squ

Rick Thorne

No-hand Backflip:
D, R, Squ

1-Hand Swing Leg:
R, L, Cir

Rocket 1-foot C-bar:
R, L, Cir

Ruben Alcantara

Decade Air:
L, R, Cir

Double Tailwhip:
D, L, Cir

S-man 1-Hand:
R, L, Squ

Joe Kowalski

Half Barspin Whip:
U, L, Cir

1-Hand C-bar:
R, L, Squ

S-man 1-H:

GAMENOW

PRISONER OF WAR

XBOX

BAR-BUSTIN' CODES

Type in these codes—they're all case-sensitive.

All levels unlocked
ger1eng5

All daily events unlocked
alltimes

First-person viewpoint
Boston (or "A" in Camp 5)

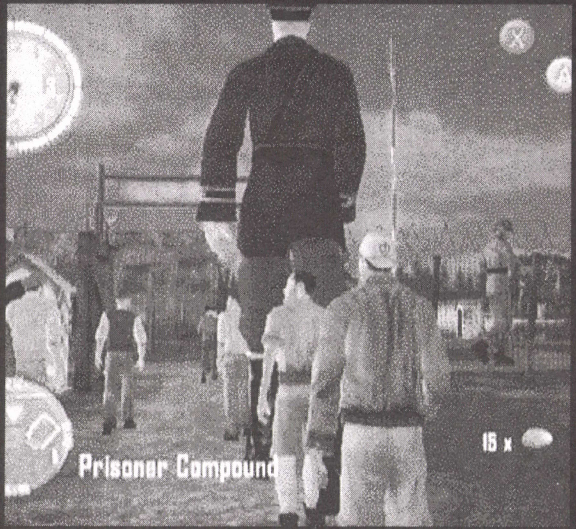
Top-down viewpoint
Foxy (or "A" rank in Camp 4)

Unlimited "Goodies"
Dino (or "A" rank in Camp 4)

Giant Germans (below)
Muffin (or "A" in Camp 2)

Guard Awareness
Quincy (or "A" in Camp 1)

Impervious to Bullets
Fatty (or "A" rank in Camp 3)



GAMENOW

GAMENOW

Cheats to go, cheater's drive-through, codes on the run—you get the idea. We suggest you cut 'em out and slip them into your game's case. This way there'll be no more running back to the computer and no more looking for lost magazines whenever you need a trick. It's a great system, trust us.

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BEACH SPIKERS

GAMECUBE

UNIFORM CODES

Uniforms 71-86

Unlock these delightful bikinis by slogging through the sometimes tedious Tutorial Mode (including the noninteractive parts).

Fighting Vipers Style

Enter your name as FVIPERS for Fighting Vipers Uniforms 109-110, Hair 75, and Face 51

Daytona USA Style

DAYTONA for Daytona USA Uniforms 107-108

Phantasy Star Style

PHANTA2 gets you Phantasy Star Online Uniforms 114-115, Hair 77, and Face 53

Space Channel 5 Style

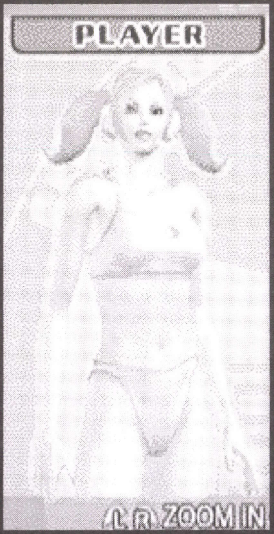
Ooh! Lala! Get into the Space Channel 5 spirit with ARAKATA; it gets you Uniforms 111-113, Hair 76, and Face 52

Virtua Cop Style

Tap in JUSTICE for Virtua Cop bikinis 105-106, and cop shades with Sunglasses 94

Sega Style

OHTORII (Uniforms 116-117) gets you Sega logos up the wazoo. Literally.



STREET HOOPS

PS2

CRAZY CHEATS

As you'd expect, enter all these codes inside the fancy Cheat menu boxes.

Block Party

R1, Cir, L2, R2

Power Game

Tap R2, Cir, L2

Black Ball

R2, R2, Cir, L2

Red, White and Blue Ball

Cir, R2, Squ, R2

Clown Outfits

Squ, L1, Squ, Cir

Tuxedo

L2, L2, Cir, Squ

Pimp Costumes

R1, Squ, Cir, L2

Cowboy Clothes

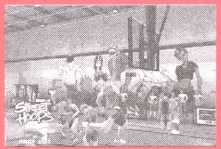
Cir, R2, R2, R1

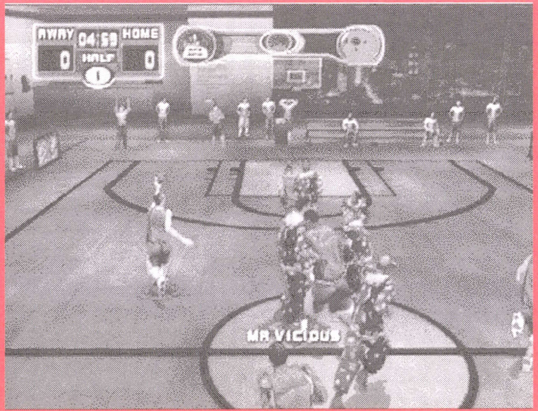
Kung-Fu Outfits

Cir, Cir, Squ, L1

Santa Claus

R2, L2, R2, L2





BUFFY THE VAMPIRE SLAYER

XBOX

TOTALLY BUFF CODES

Enter the following codes on Buffy The Vampire Slayer's main menu screen.

W - white button

B - black button

Y - Y (yellow) button

To unlock arena 1:

"yyy ywb yyy ywb"

To unlock arenas 1-2:

"bbb bwy bbw ywb"

To unlock arenas 1-3:

"www wby wwy ywb"

To unlock arenas 1-4:

"yyw bby yyy ywb"

Infinite slayer power:

"yyy bbb ywb bwy"

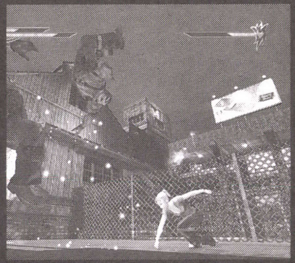
Infinite health:

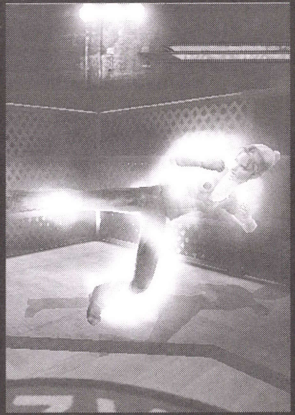
"ywb bwy bbb yyy"

(You cannot take damage from enemies through kicks / punches etc. or regular attacks, but everything else works as normal—in other words, fall off a cliff and Buffy will die.)

Play arena maps as the Dark Slayer:

"bwy ybb wbb wbb wbb bww"





HARRY POTTER AND THE CHAMBER OF SECRETS

Publisher:	EA Games
Players:	1
Release:	November
Genre:	Adventure

You know Harry Potter. Heck, you might even love him. If this is the case (don't worry, we won't tell your friends), then you know that, on top of coffee mugs, T-shirts and car deodorizers, his face has appeared in more than one video game. *The Chamber of Secrets* is the latest of these, based on the blockbuster movie that's based on the best-selling novel. It's got a lot of what Potter fans love, but in terms of actual meaty gameplay, it's a bit skimpy.

In any case, if you're anything like most Potter fans, then you'll definitely appreciate just how detailed the game is; you can walk around Hogwarts if you feel like slacking off during missions, and you'll be greeted by all the personalities you'd expect to run into. The same goes with places like Diagon Alley—every random witch and warlock you'd care to stumble into is present, and their personalities have been re-created admirably.

The actual gameplay consists of fetch-questing, light puzzle-solving and even lighter exploration. Mini-games factor into the whole deal, and if you're a hardcore Potter-head, they'll strike close to home. The most notable of these is the Quidditch mini-game, and it's more challenging than you'd think. At the very least, **speeding on a broomstick at 250 miles per hour** will give you a new level of respect for Harry's skills as a Seeker.

If you can appreciate stuff like this (read: if you're already devoted to Potter heart and soul), then you'll get into *Chamber of Secrets*. But if you think Potter is potty, then this won't change your mind.

—Miguel Lopez

PROS

- *Extremely faithful to its subject matter*
- *Compelling set of mini-games*

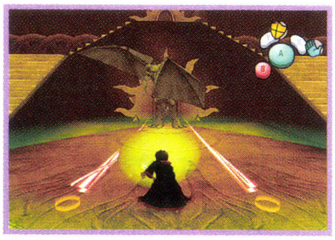
CONS

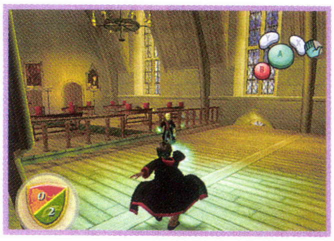
- *Kind of light on actual gameplay*
- *Limited appeal to non-Potter fans*

EXTRAS

- *If you have the GBA version of Chamber and a link cable, you can open up a new area*

C+





YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Publisher:	Nintendo
Players:	1-4
Release:	Available Now
Genre:	Action

I'm going to come right out and say it—*Yoshi's Island* is the **greatest side-scrolling platform game ever made.**

There. I said it. I've thought it since the original version came out during the dying days of Super NES. It was the best then, and nothing since has topped it. Granted, these are bold statements, but they're ones I'm willing to defend.

To begin with, *Yoshi's Island* still looks great. Back when it was released on the SNES, its childlike, hand-drawn graphics were overshadowed by the high-tech rendered look of the *Donkey Kong Country* series. Now, seven years later, *DKC*'s CG-graphics look dated while *Yoshi*'s beautiful graphic style stands the test of time.

Yoshi also features some of the best-designed levels I've ever seen. They are fairly large and cleverly put together. There's also no time limit, so you can explore them as much as you'd like while searching for all the secrets.

Remember how cool it felt mastering Mario's moves in *Super Mario Sunshine*? You'll get the same feeling in *Yoshi*. The dino's egg-tossing technique is tricky at first, but you'll soon be chucking eggs like a pro. As you advance in the game, you'll have to learn to use Yoshi's moves in different ways to reach new areas and find hidden objects. This variety keeps the game fresh.

I'm glad that Nintendo has re-released the vastly underappreciated *Yoshi's Island* on the GBA. If you're a fan of platformers, **you have no choice but to buy this game.** Play through it and see if you agree with my bold claim above. Keep in mind, if you don't, you're wrong.

—Phil Theobald

PROS

- *Great gameplay*
- *Gorgeous graphics*
- *Tons of secrets to find*

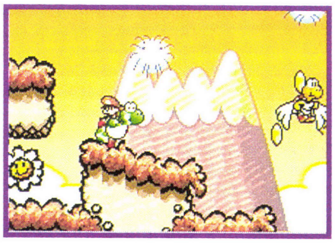
CONS

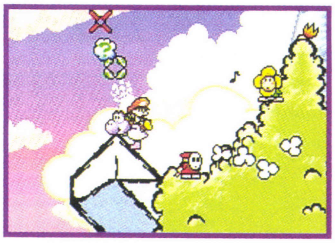
- *Inclusion of the original Mario Bros. on the Super Mario Advance games is getting old*

EXTRAS

- *A hidden stage to unlock in each world. This wasn't even in the SNES original!*

A+





BATTLEFIELD 1942

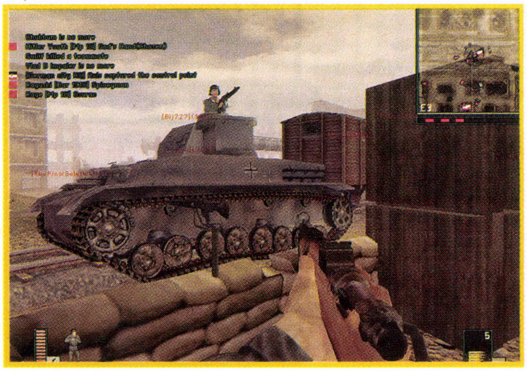
Publisher:	**EA Games**
Players:	**1-64**
Release:	**Available Now**
Genre:	**Multiplayer-focused action-shooter**

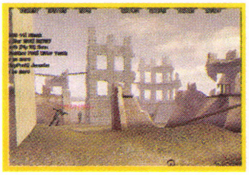
Marry *Tribes* and *Medal of Honor,* and you get *Battlefield 1942.* Like any other online shooter, it starts innocently: You join a server, pick a side and class (Soldier, Scout, Medic, Anti-tank or Engineer), and enter the fray. WWII missions include storming the beach at D-Day, holding ground in Stalingrad and reenacting Midway. You can pilot fighters and bombers, drive around an APC full of guys, hop into a tank or rain down artillery fire. It's simple to play—**not entirely realistic, but entirely fun**.

There are a few glitches, but EA can probably fix them with patches. **The interface could also use some improvements.** For example, asking for a ride or artillery support displays your map sector, but a flashing icon on the map would have been better. Even on a fast broadband connection there's occasional lag, which turns shooting into guesswork. Balance could also be tweaked—for example, why does an engineer's rifle make a better sniper rifle than the scout's own sniper rifle? Single-player AI is OK at best, but hey, this is an online multiplayer game, after all.

In the end, ***Battlefield 1942* is a game entirely devoted to moments**: idly driving a tank, only to have a bomber drop one onto you; seeing three paratroopers drop in and shooting them all down; parachuting in and capturing the control point all by yourself. Even with its minor technical and balance issues, ***Battlefield 1942* is a great online game**, and one that will hopefully mature to become the definitive online World War II combat game.

—Thierry Nguyen





PROS

- *Easy to learn*
- *Fun to drive all the vehicles*
- *Great scenarios to play online*

CONS

- *Balance and technical issues*
- *Internet is filled with dorks who don't know what teamwork is*

EXTRAS

- *Now that a map editor is due for release, get ready for user-made WWII hijinks!*

B+

THE SIMS UNLEASHED

Publisher:	**EA Games**
Players:	**1**
Release:	**Available Now**
Genre:	**Simulation**

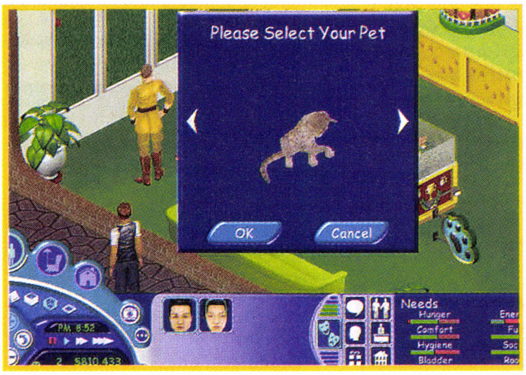
Have you ever wanted a puppy, but your parents were just too darn mean to buy you one? Well now, in EA Games' *The Sims Unleashed*, you can **finally adopt your own Fido**—or a variety of other companions as well.

There are plenty of animals to choose from: birds, turtles, reptiles and fish are just a few of the critters. Most of the game focuses on adopting an adorable kitten or puppy; pick an all-black cat, or how about a cute, little yellow Labrador? Once you have chosen your pet, it becomes a full member of your household and receives its own character icon on the status bar. Trainers are available if your pet needs a little extra discipline, and you can even enter your pet into a pet show to see if it is the best in the neighborhood.

The expanded neighborhood in *Unleashed* also features community lots that are unique to this expansion. By hanging out in these lots, your Sims have even more options to socialize with the neighbors, grab a bite to eat or check out the local farmer's market—the sheer variety of activities is impressive. Another added feature is the gardening component: Now your Sims can purchase and grow veggies in their own backyards.

Unleashed is a valuable addition to *The Sims* family. Fans will appreciate the **inventive dynamics and interactions** that *Unleashed* brings to the original game. Not only are the pets delightful, there are also plenty of new skins, objects, jobs and places that make *Unleashed* feel practically like a brand-new game.

—Elizabeth McAdams



PROS

- *Adorable critters*
- *More social interactions*
- *No pet poo to clean up!*

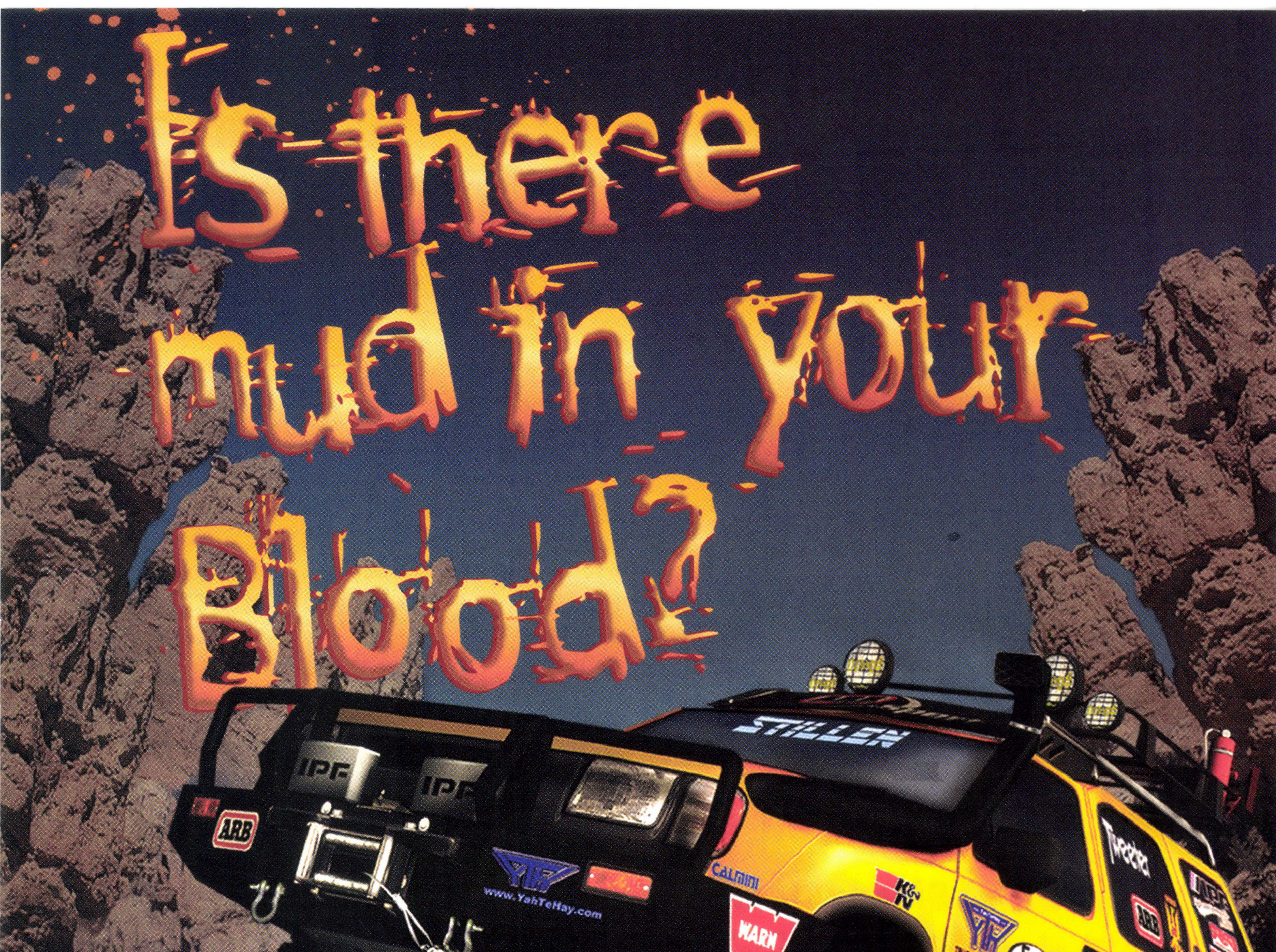
CONS

- *We're tired of expansion packs; we want Sims Online!!*

EXTRAS

- *Pet shows, gardening and animal skills add plenty of fun mini-games*

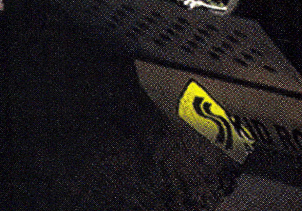
A



YOU BUILD THE TRUCKS. GOD BUILDS THE TRACKS.

Get revved up for the most insane off-road racing game to hit Nintendo GameCube. 4x4 EVO 2. With more than 40 upgradeable vehicles and over 30 treacherous tracks, you're either in the lead, or you're eating dirt.

START
FINISH


New Vehicle

Career

Purchase Vehicle

2001 Infiniti
QX4 Rally Edition
(AFH)

Price $475,000
Drivetrain 4WD
Horsepower 440 hp @ 6000 rpm
Torque 400 lb-ft @ 3200 rpm
Curb Weight 4737 lbs

Class Race SUV
Engine V6
Displacement 3.5 L

$30,000 No Team
No Vehicle

Replay 00:39.939

Ram 1500 Reg Cab

Press Start to continue

4X4 EVO 2

Supercharged by the

Logitech® Force Feedback

LOGITECH SPEED FORCE
force-feedback wheel.

EVERYONE E CONTENT RATED BY ESRB

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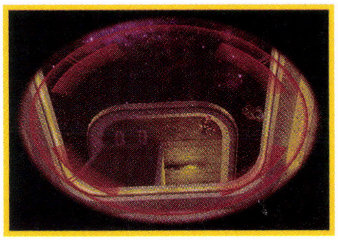
You were killed   Press [Fire] to respawn!



Double Kill!

Multi Kill!
Killing Spree!

UNREAL TOURNAMENT 2003

Deathmatch...Bloody Deathmatch

Publisher:	Atari
Players:	1-32
Release:	Available Now
Genre:	First-Person Shooter

TEEN T ESRB

The original *Unreal Tournament* must have hit the store shelves in 10 different versions (*Special Edition*, *Game of the Year Edition*, etc.), capturing absolutely every possible game player there is. With such wide success, can you really expect anything less than a perfect sequel?

While the story is completely forgettable, the intro begins with one of the **most awesome displays of graphical power that I've ever seen on the PC.** It really got me pumped up and ready to play. I cruised through the interface and loaded up the single-play ladder.

You compete through a tournament of levels that begin with simple Deathmatch, working your way up to Team Deathmatch, Double Domination, Capture the Flag, Bombing Run and the final bout (a one-on-one fight to the death). As you complete each game mode, you unlock the next along with its tutorial. The newest game modes include Double Domination (control multiple points across the level) and Bombing Run **(a basketball type game with guns!).**

Another new addition is the adrenaline pill. Pick them up around the level and use special key combos to execute things like Berserk mode and invisibility.

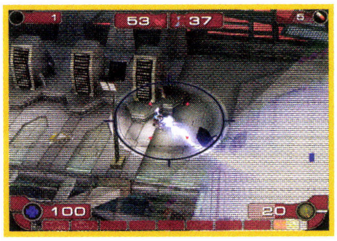
Most of the original *UT* weapons make a return, with the addition of a few new ones, although nothing notable. There are also a few rebuilt levels from the original *UT*, like Facing Worlds 3 and December (the submarine level). In all, there are more than 30 levels.

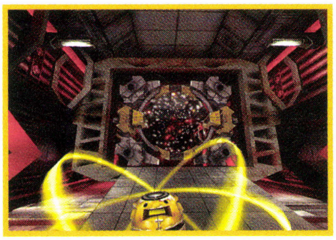
As for gameplay, with the exception of the double jump, there isn't a whole lot of innovation here. It would have been nice to see the key combos used for special moves. Perhaps *Unreal Tournament 2004* will add something new.

If you want new stuff right way, though, the included level design tools allow you to add more life to the game.

When it comes down to it, this isn't a perfect sequel, but it's a darn good one (people new to *UT* will not be disappointed in any way). The graphic detail of the levels is astounding, the sounds all have that "oomph" and there's enough variety in the game types to keep you busy.

—***Andrew Burwell***





PROS

- *Incredible graphics*
- *Awesome, fast gameplay that made the original such a success*

CONS

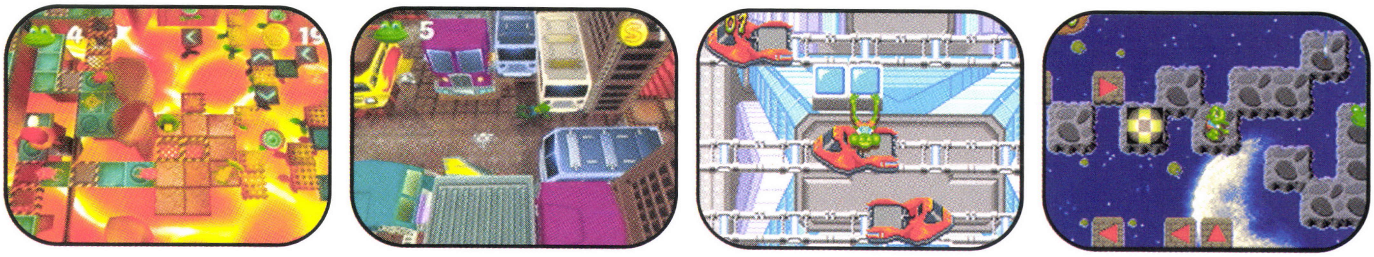
- *Nothing really innovative added*
- *Steep learning curve required to use the map editor*

EXTRAS

- *A full-featured map editor that you can use in conjunction with Maya Personal Learning Edition*

A-

GO BEYOND THE POND.



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FOR YOUR EYES ONLY: EXPOSED NIGHTFIRE

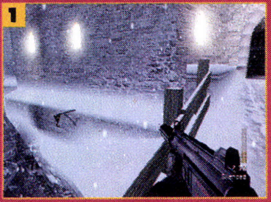
007 gets his tips and mission documents from a cranky, wrinkled old tart who goes by the name of M.

Gamers get their tips and mission documents from the cranky, smack-talkin' staff of *GameNOW*. Who's better off? Tough call.

But like that snarling British dame, we want our agents to be the best in the field. So go out there, use that license to kill and make us proud. Also—try to bring the Aston Martin back in one piece this time.

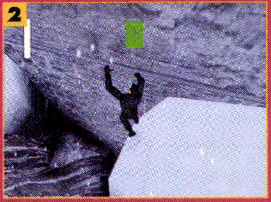
THE EXCHANGE

What's the Best Way Into Drake's Mansion?



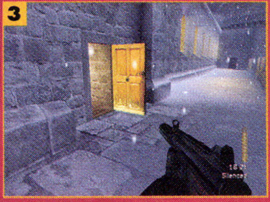
1

There are three ways into Drake's Mansion—we suggest sneaking around the compound's left wall.



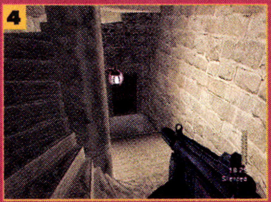
2

Make sure that the meter on the left doesn't hit zero as you're crossing gaps—it's measuring your strength.



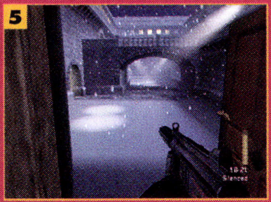
3

After eliminating a couple of guards, you will run across an open doorway; enter and go downstairs.



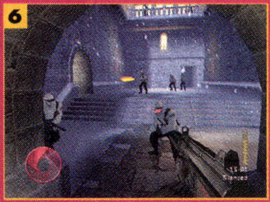
4

As you make your way to the mansion's lower level, be sure to switch to your sniper rifle. Remember, the L button zooms in.



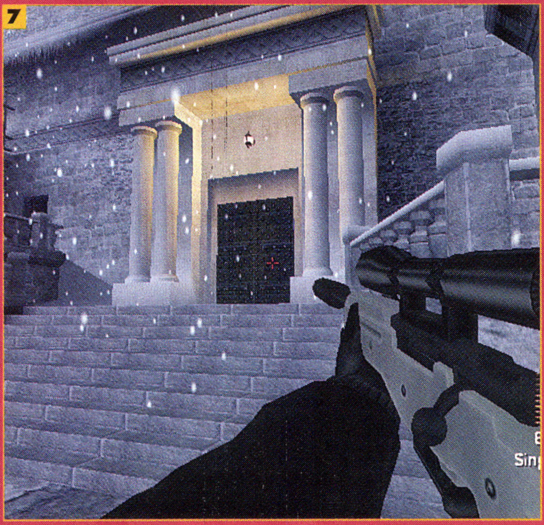
5

Take out all the enemies you see on the bridge above, then go through the walkway on the left. Don't step in the spotlights!



6

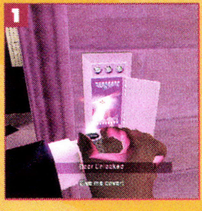
From here, you'll want to take another left. This area will be crawling with enemies if any of the alarms were tripped earlier.



7

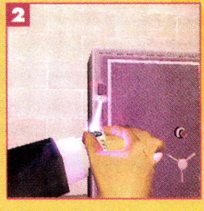
Ah, finally—Drake's front door. You slip out of your stealth outfit and into a tuxedo before making a beeline for the party. Gotta look good for the ladies, right? As it happens, this reasoning pays off—Bond gets some action with Dominique just minutes after he arrives.

How Do I Acquire the Briefcase and the Sentinel?



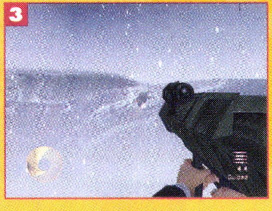
1

After all hell breaks loose, find the one door in Drake's mansion that's closed off with an electronic lock. Use your handy watch laser to open it.



2

There will be a couple of enemies and a safe inside. Wipe out the bad guys, then open the safe by melting its hinges with your watch.

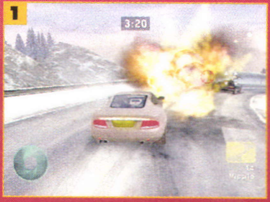


3

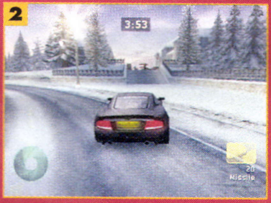
The safe contains a briefcase and a Sentinel—the coolest weapon in the game. Use it on the chopper at the end of the stage.

ENEMIES **VANQUISHED**

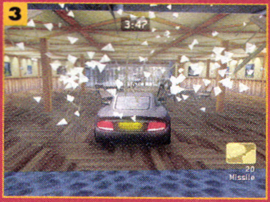
Take the Road Less Traveled



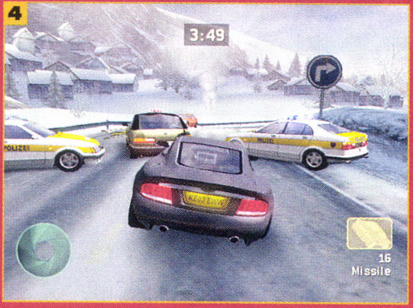
Missiles deal damage to cars up front, and your smoke screen wipes out all the cops coming from behind.

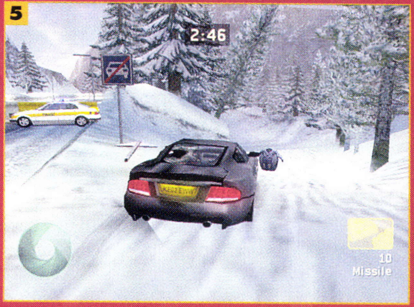


Keep your eyes peeled for a shortcut on the right side of the road. If you take that route, it'll shave fewer seconds off the clock.



Hope this building is insured! Don't worry about taking damage from windows—just barrel right through them.



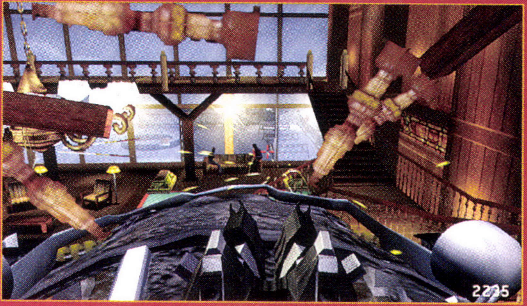


A roadblock up ahead will end your game if you aren't prepared for it. When you see the cop cars parked horizontally on the roadway, make a quick turn to the right.

ALPINE **ESCAPE**

Don't Leave a Tip

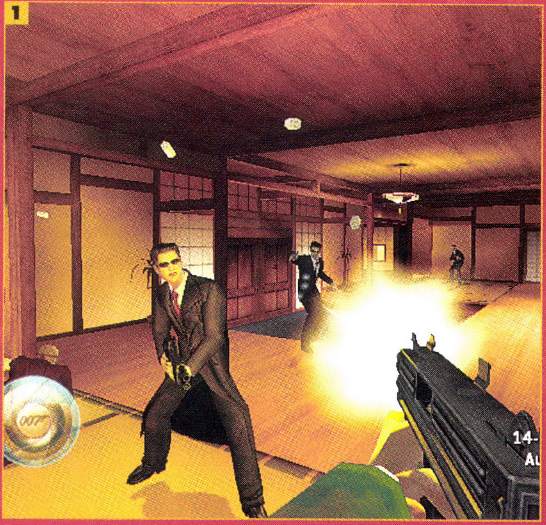
This is one of the easiest stages in the game. Just be sure to pay attention to what Zoe is saying at all times.



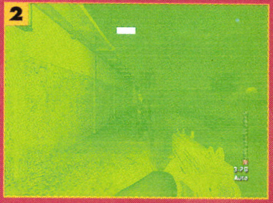
At one point, you have to take a shortcut through a snow lodge. M's not going to like swallowing that bill!

DOUBLE **CROSS**

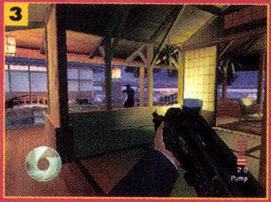
Help! I'm Lost in Mayhew's Compound!



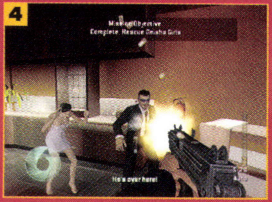
It's time for a little run 'n' gun action. You can take a tremendous number of hits before you're at a critical level, but Mayhew can't, so be sure to watch his back. It's best to move quickly through the compound with an automatic weapon or a Frinesi shotgun.



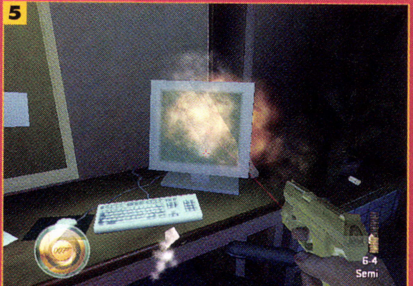
Use night-vision glasses when you're outside.

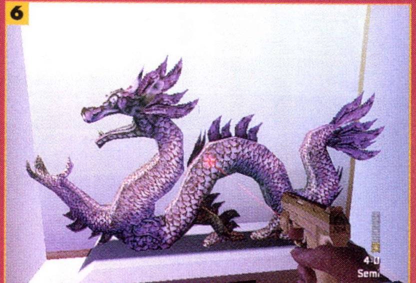


Make your way to the backyard, past the sauna.



In the kitchen, quickly take out all of the enemies who are near the geisha girl.

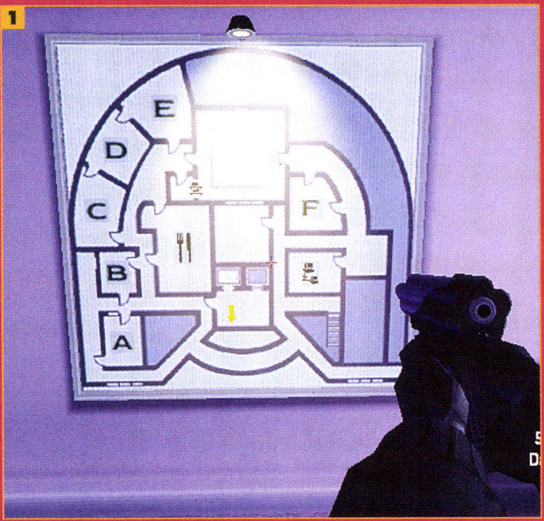




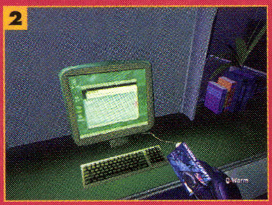
Mayhew's computer is right near the kitchen area. Destroy it. Then feed the dragon statue located near the dressing room.

NIGHT **SHIFT**

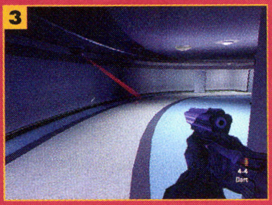
How Do I Make My Way Through the Building?



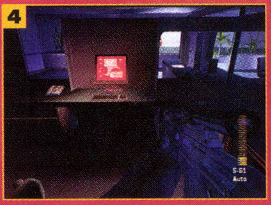
Right at the start of the level, you're given a map that details the stage's layout. Pay very careful attention to where rooms 70A and 70E are located.



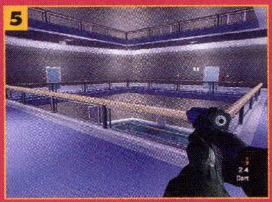
First, go to 70A to collect a password from the green computer.



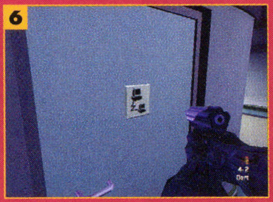
Then make your way toward 70E, being sure to watch out for guards.



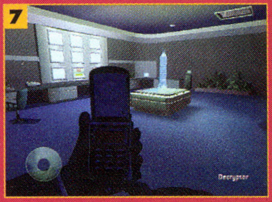
In 70E, you download data using the Q-Worm from the red computer.



Decrypt the door to the right of 70E, enter it and subdue the next guard that you see (even if he doesn't see you).



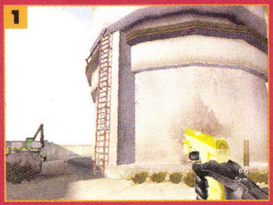
You'll be given a new code in the room shown above; enter it manually at the security center's entrance.



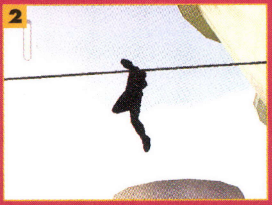
Activate the big button in the security room to advance to the next part of the stage.

CHAIN **REACTION**

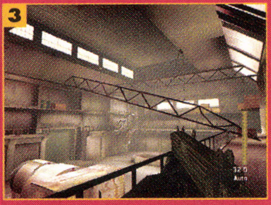
Where the Heck Am I Supposed to Go Now?



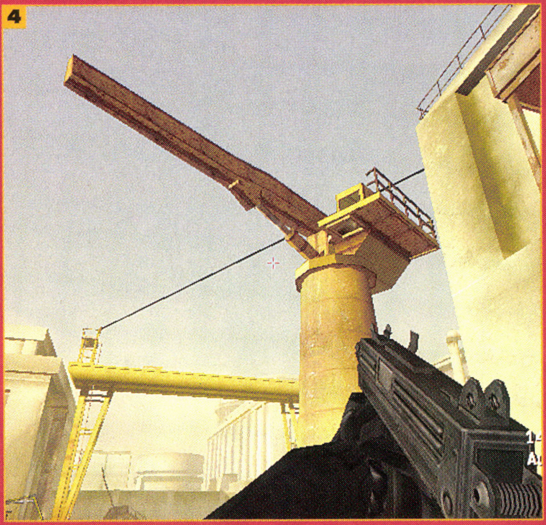
When you're outside, look for the ladder you see in this picture. Scale it.



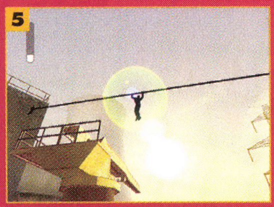
Swing yourself along the skyline wires—eventually, you'll reach a door.



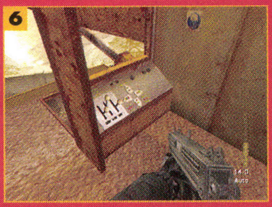
Climb atop the scaffold that bridges the upper levels of this room. Then look for a door.



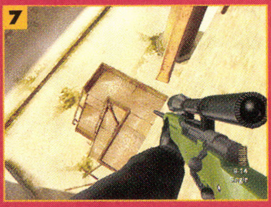
The door leads out to another exterior area. Knock out all the enemies you can find with your sniper rifle, then scope out the grounds. The crane shown in this picture is the ticket; climb the ladder at the crane's left and shimmy across the wire.



Be careful. This time, there's no room for stopping; you're only given enough energy to shimmy straight across.



Pop the crane into gear at the control panel. When it stops moving, jump onto the tiny ledge at your immediate left and cross it.



Once atop the building, kill a few more guards, then drop down to the stairwell near the crane. There's the exit!

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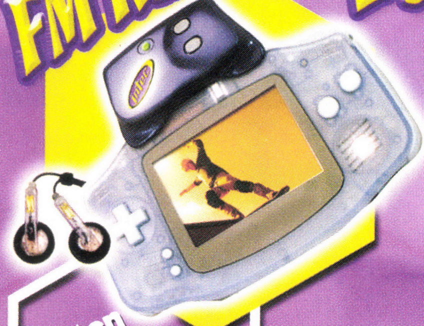

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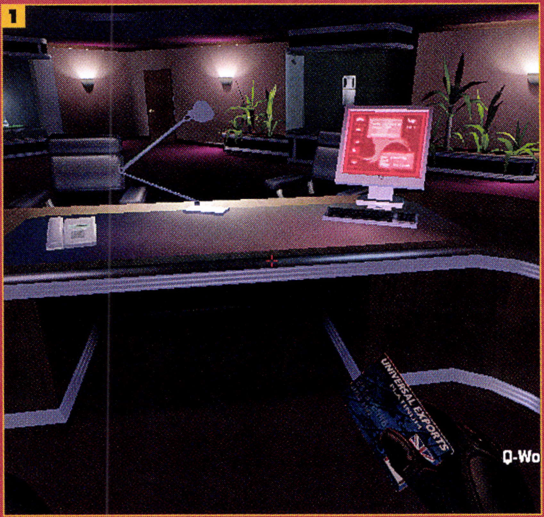
PHOENIX **FIRE**

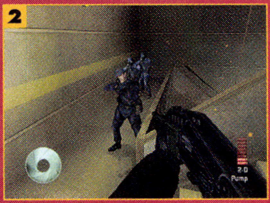
Lock, Load and Get Your Frag On

1


UNIVERSAL EXPORTS
PLATINUM
Q-Wo

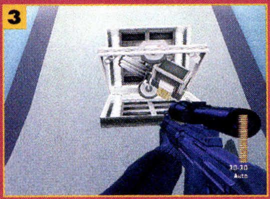
This stage is all about mayhem. With a shotgun, blast all the people who are dressed in black, and seek out Mayhew's computer. When you find it, pull out your trusty Q-worm and put it to use.

2



Unlock the stairwell and head downward. Strafe as the bullets start flying.

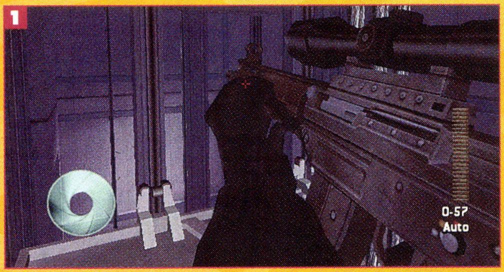
3



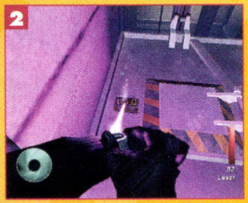
Briefcase turrets—you'll grow to hate these things. Disable them from behind.

Elevator Tips

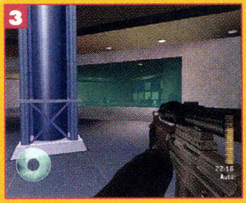
1



2



3

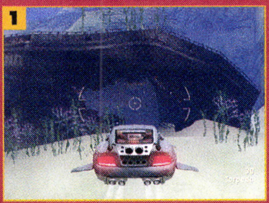


1. Keep to the left near the doorway; most enemies can't hit you from there.
2. Disable planted bombs with your laser watch.
3. Once you make it out of the elevators, eliminate the remaining enemies and head for the door.

DEEP **DESCENT**

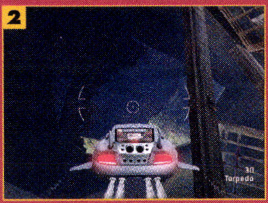
Aargh! I Keep Getting Killed Right Away! Help!

1



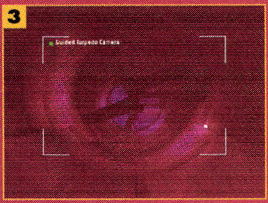
Dart right as soon as you possibly can and head into the hull.

2



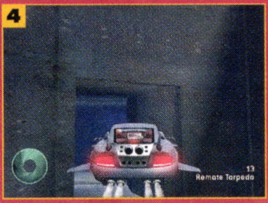
Once inside, take another right; make your way toward the blades.

3


Guided Torpedo Camera

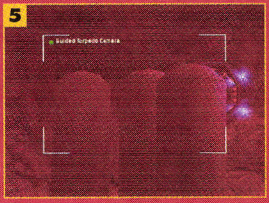
Fire off a remote missile to shut down the communications system.

4


13
Remote Torpedo

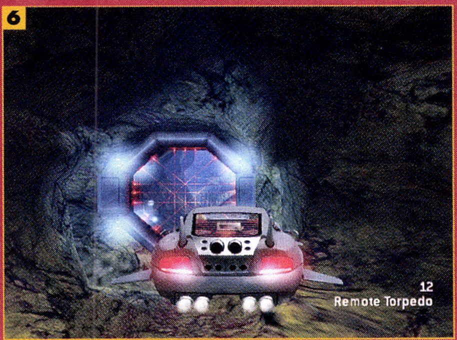
Do not move forward; save some time by taking the left passage instead.

5


Guided Torpedo Camera

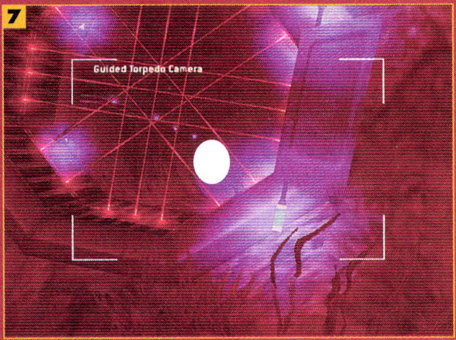
Fire another remote missile at these tankers. The blast will knock out a guard ship.

6


12
Remote Torpedo

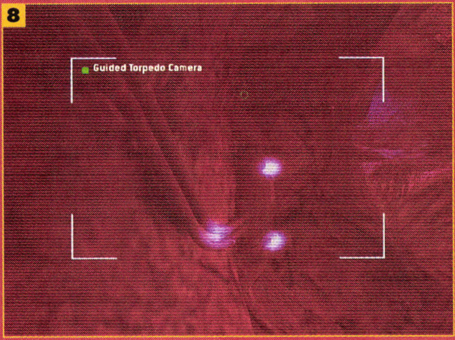
Line yourself up with the laser grid as shown above; send out another remote missile.

7


Guided Torpedo Camera

Guide the missile into the space indicated above; be very careful not to hit any beams.

8


Guided Torpedo Camera

Your target is the electricity box (shown above); hitting it will eliminate the laser grid.

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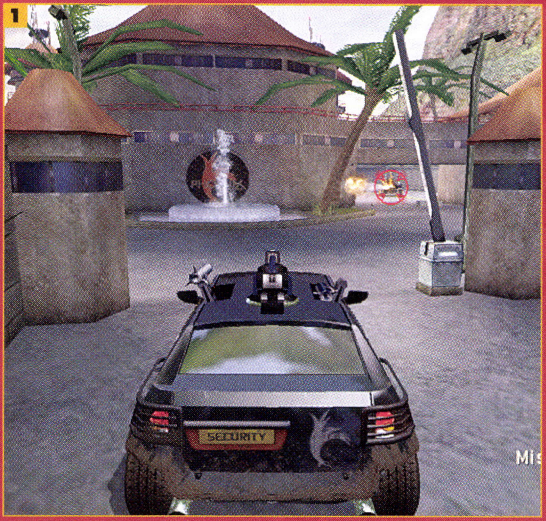
ISLAND **INFILTRATION**

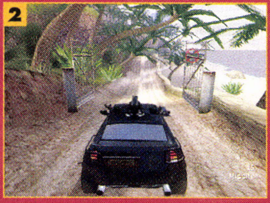
How Do I Finish the Jeep Mission With Full Health?

1



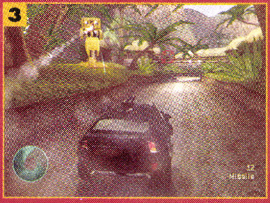
At the start of this stage, go right at the fork in the road, then head straight toward the guarded compound. Brake at the compound gates and take out the moving artillery with your missiles. Machine gun the soldiers, grab the armor and download the codec.

2



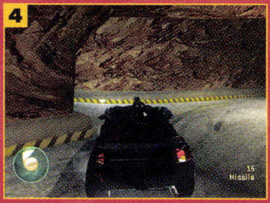
Fire at Sentinel #1 the moment you can lock on it.

3



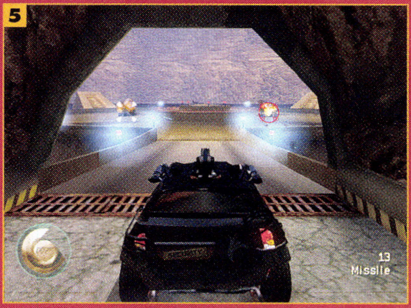
Lob missiles at Sentinel #2 while driving past it.

4



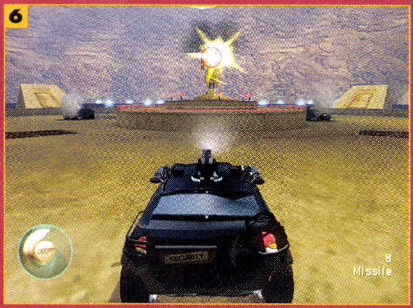
In this tunnel, bank left to pick up some armor.

5



Stop at the exit grating and destroy the moving artillery vehicles...

6

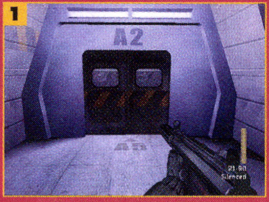


...that way, you can concentrate on Sentinal #3 when you're in the arena.

COUNTDOWN

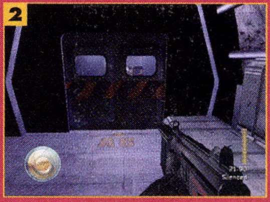
Where the Heck Am I Supposed to Find Kiko?

1



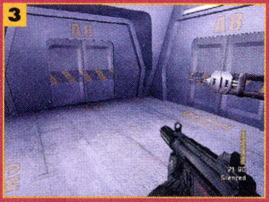
After knocking out a guard, take A2 to A5.

2



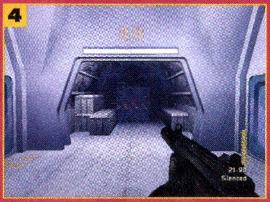
Cautiously proceed from A5 to A8.

3



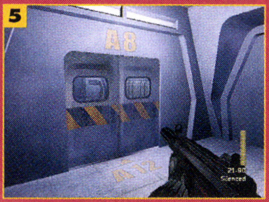
A8 is a large area; enter the room to the left of the gated door.

4



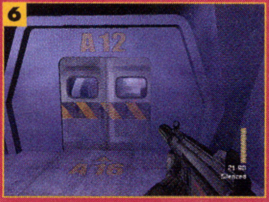
Continue on to the end of the hallway, and enter the passageway.

5



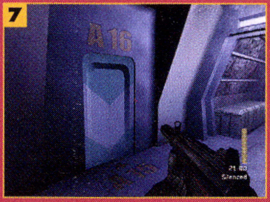
Leave A8 by entering area A12. Get ready for some enemies.

6



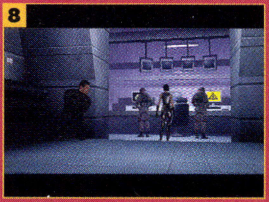
From A12, make your way into A16.

7



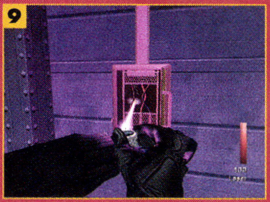
The doors on your left in A16 hold armor and ammo; take advantage!

8



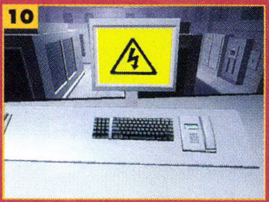
After doing a little eavesdropping on Kiko...

9



...you're gonna want to disconnect the left wire on two electrical boxes...

10

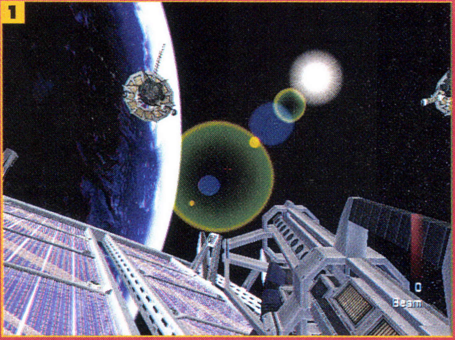


...and shut down the computer. Death and explosions ensue.

EQUINOX

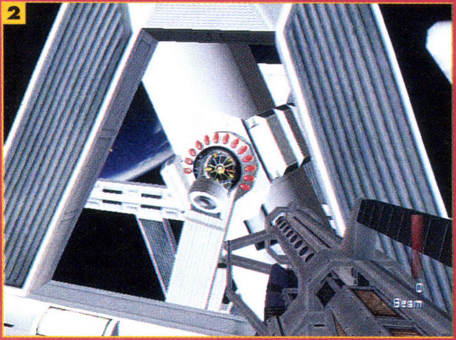
Huh? What On Earth (Or In Space) Is a Coupling?

1



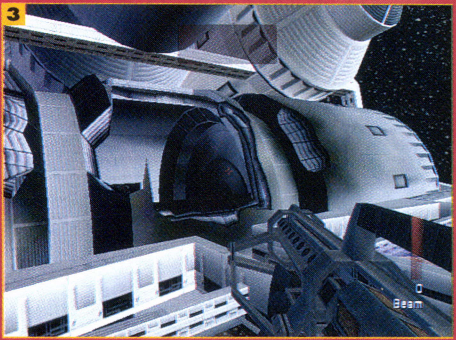
Finally, the last level. Old-school Bond fans will recognize this stage as an homage to the movie *Moonraker*, starring Roger Moore.

2



When prompted to disable the couplings, look for the devices pictured above. They will be circled with green light—blast 'em red.

3



Upon disabling all of the missiles, the defense system will go berzerk, and the main hull will split open. Hit the red button inside the hull.

BONUS: EVERY MULTIPLAYER CHARACTER REVEALED!

You have to perform well in the single-player mode to unlock more than half of these characters. Can you collect them all?

Bond

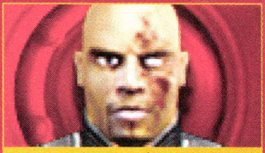
Drake

Dominique

Alura

Kiko

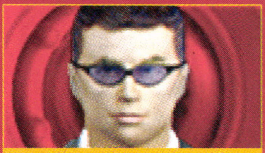
Ninja



Rook

Commando Elite

Snow Guard

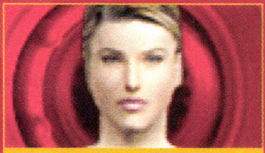


Yakuza

Black Ops

Bond Tux

Drake Suit

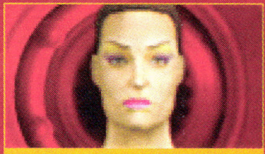


Christmas Jones

Elektra King

Wai Lin

Xenia Onatopp



May Day

Oddjob

Goldfinger

Jaws

Scaramanga

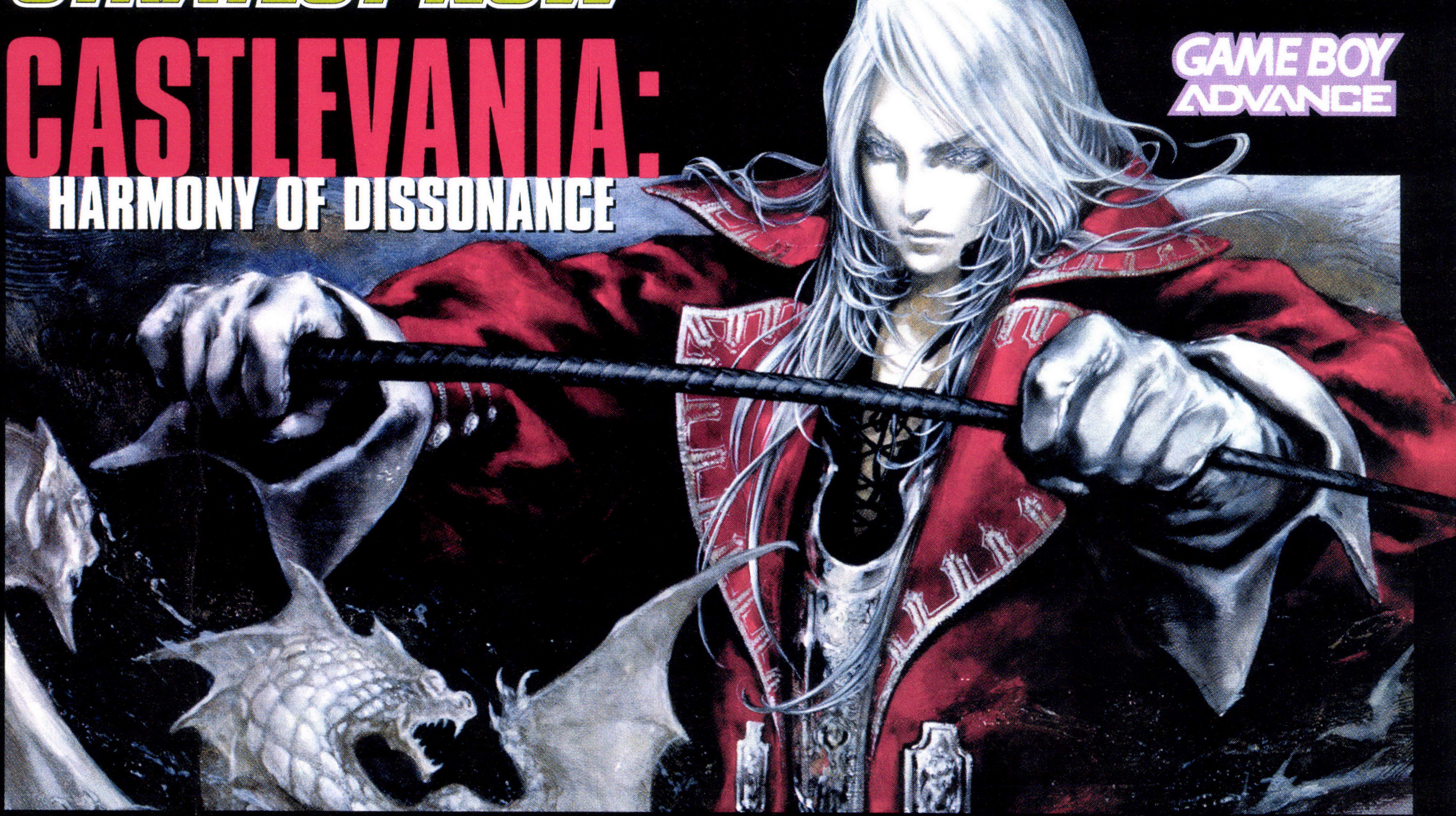
Baron Semedi

Renard

Nick Nack

CASTLEVANIA:
HARMONY OF DISSONANCE

GAME BOY ADVANCE



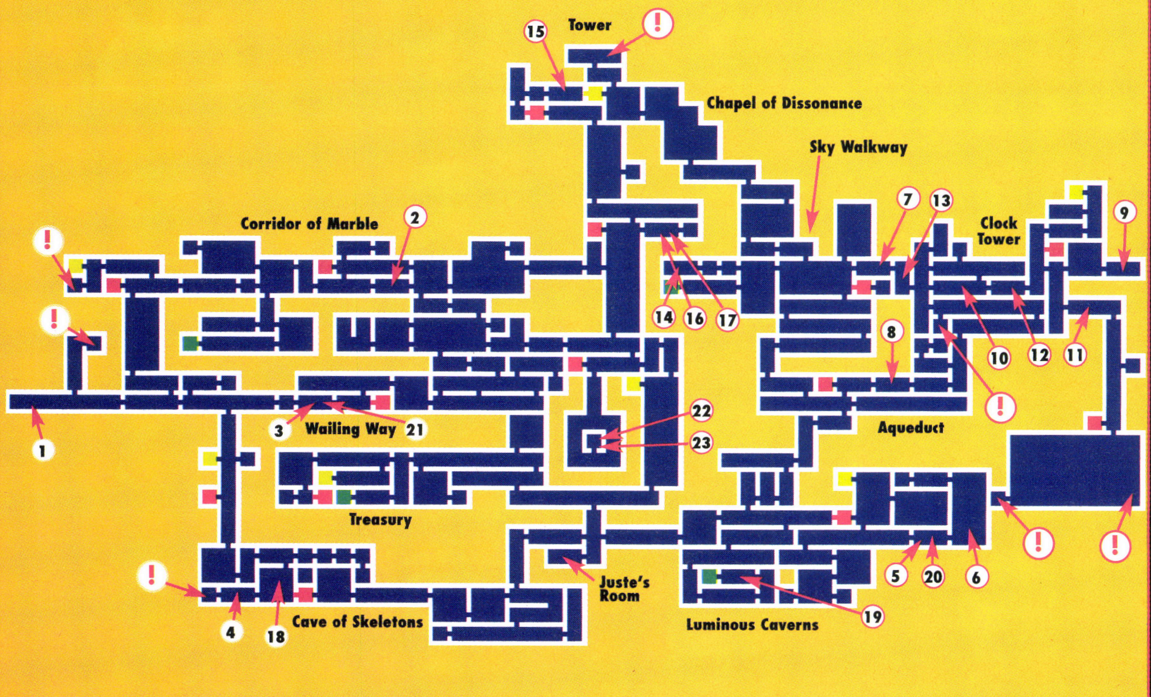
We know how annoying it is to wander aimlessly through the infernal hallways of Castlevania. We also know how humiliating it is to get repeatedly trounced by the hordes of demons that dwell within. So, since it's our mission to look out for you guys, we've put together this handy little guide that'll solve for you not one, but both of these problems! That's right—the guide that follows consists of a complete map of both versions of Dracula's latest abode, as well as a set of mini-strategies for all the bosses stinking up the place. Who's got your back?!

MAP

Here's the deal: Both castles are merged into one map. If a room has a boss in it in one castle, so it will be for the other. The Warp rooms marked in yellow exist only in one castle.

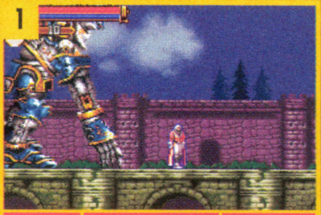
KEY

- **!** Important Items
- **①** Boss Location
- 🟥 Save Area
- 🟩 Warp Rooms
- 🟨 Warp Rooms (One castle only)



Tower
15
!
Chapel of Dissonance
Sky Walkway
Corridor of Marble
2
7
13
Clock Tower
9
!
!
14
16
17
8
10
12
11
!
22
23
3
Wailing Way
21
1
Aqueduct
Treasury
!
!
!
5
20
6
Juste's Room
4
18
Cave of Skeletons
Luminous Caverns
19

1

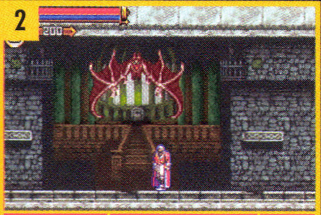


NAME:	LOCATION:	LOOT:
Talos	Entrance	None

STRATEGY:
Run to the right and get onto the drawbridge!

SUGGESTED LEVEL: 1

2

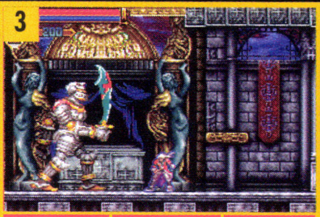


NAME:	LOCATION:	LOOT:
Vampire Bat	Corridor of Marble	None

STRATEGY:
Jump and slash with your whip or use the platforms. When he turns into a dozen tiny bats, just run far away. But when he turns into a drill, that's when you go in for the kill. Step back and dodge his drop, then slash away or use Holy Water while he's stuck.

SUGGESTED LEVEL: 5

3

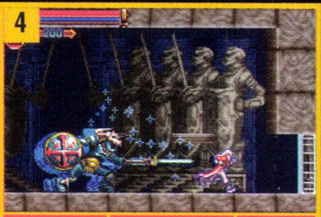


NAME:	LOCATION:	LOOT:
Living Armor	Wailing Way	Lizard Tail

STRATEGY:
Living Armor indeed. Hah! This guy is slow and not very powerful. Slash him four times to push him back. Repeat as necessary. Run far away when he rears back. The Holy Water and Holy Book spell items really do a number on him.

SUGGESTED LEVEL: 5

4

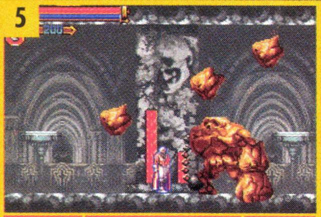


NAME:	LOCATION:	LOOT:
Skull Knight	Skeleton Cave	Sylph Feather

STRATEGY:
The platforms in the room are the trick to toppling the Skull Knight. Stay under them and slash him while he has both a sword and shield. When he loses the sword, jump onto them when he initiates a Bull Charge. Finally, when he's lacking a shield, stand atop a platform to avoid the Beam Laser.

SUGGESTED LEVEL: 10

5

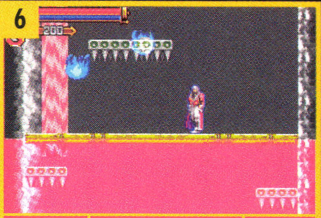


NAME:	LOCATION:	LOOT:
Golem	Luminous Cavern	None

STRATEGY:
Attack Golem's lower section first and hide under a platform to dodge the rocks from its quake attack. After you take out the lower body, attack the orb on its head while standing atop a platform.

SUGGESTED LEVEL: 14

6

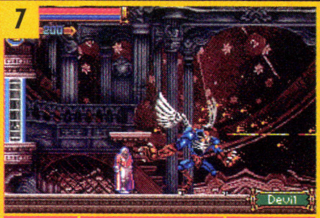


NAME:	LOCATION:	LOOT:
Elevator Platform	Luminous Cavern	Yellow Stone

STRATEGY:
Right after Golem, you have to survive this wacky elevator. As you ascend, dodge the spikes and kill the ghosts.

SUGGESTED LEVEL: 14

7

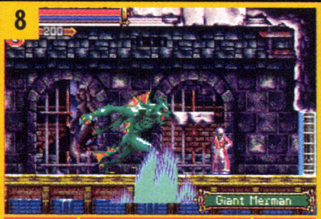


NAME:	LOCATION:	LOOT:
Devil	Sky Walkway	Night Goggles

STRATEGY:
The Holy Book and Holy Cross items really help. Jump and slash as normal, but jump over it when it lands. It always attacks in the direction it faces. When it's down to 50%, it will start using a beam attack that you can just run under. Watch out, any attack that connects will saddle you with a curse!

SUGGESTED LEVEL: 15

8

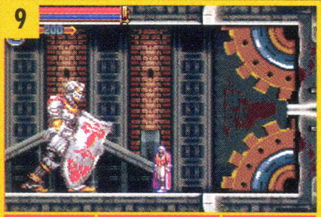


NAME:	LOCATION:	LOOT:
Giant Merman	Aqueduct of Dragons	None

STRATEGY:
Backtrack from Devil and proceed into the dark area in Sky Walkway with the Night Goggles equipped. There are a lot of goodies down in the Aqueduct. Giant Merman is easy. Stand in front of it and just jump over all of its attacks. Don't equip the Red Stone to the whip, or you will do 30% less damage.

SUGGESTED LEVEL: 15

9

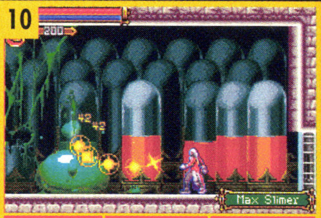


NAME:	LOCATION:	LOOT:
Guardian Armor	Clock Tower	Guardian Armor

STRATEGY:
OK, so Guardian Armor isn't really a boss, but you need to vanquish him in order to acquire the armor he's wearing. Lure him near the gears at the end of the room, and then slash with your sword to push him in.

SUGGESTED LEVEL: 15

10

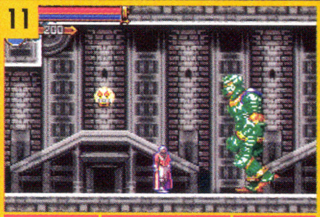


NAME:	LOCATION:	LOOT:
Max Slimer	Clock Tower	Green Stone

STRATEGY:
Flame attacks and magic will do extensive damage to the Max Slimer. Every time you hit this thing, small pieces will break off and attack you. They're trivial. Don't touch the Slimer, though, because it can poison you. When it reaches the end of the room, it'll hop onto the ceiling.

SUGGESTED LEVEL: 15

11

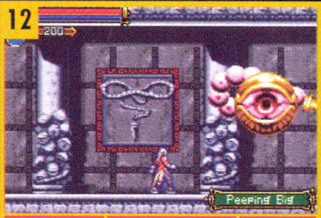


NAME:	LOCATION:	LOOT:
Elemental Guard	Clock Tower B	Healing Mail

STRATEGY:
Again, the Guard is not really a boss—but you need to get past this thing! Lure it near the hammer in the west part of the room and step on the switch to blast it through the wall. The path up ahead leads to a race to acquire the Healing Mail.

SUGGESTED LEVEL: 15

12

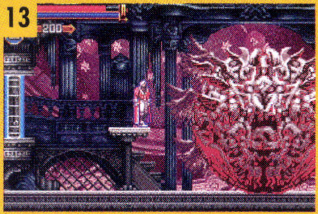


NAME:	LOCATION:	LOOT:
Peeping Big	Clock Tower B	None

STRATEGY:
The Peeping Big is strong. That's all. When it flails its tail, you don't want to be nearby. When it transforms into a ball and starts bouncing, duck and let it fly above you. You can only hurt it when the eye is visible. Since it can deduct 30HP per hit, it's a good idea to enter this battle prepared.

SUGGESTED LEVEL: 18

13

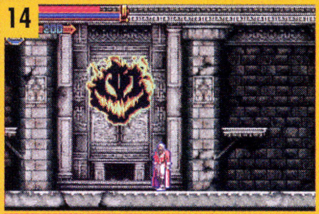


NAME:	LOCATION:	LOOT:
Legion Saint	Sky Walkway B	None

STRATEGY:
Stand on the platforms and whip away its bony mass. Slash any souls that flutter away. When you've taken it down to just an eyeball, it will start firing a powerful beam attack. Keep slashing. A full charge from the Crushing Stone whip attachment will do 100+ damage.

SUGGESTED LEVEL: 18

14

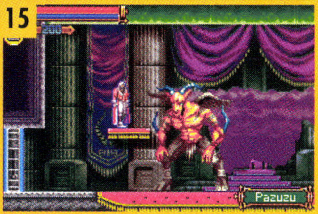


NAME:	LOCATION:	LOOT:
Shadow	Sky Walkway B	None

STRATEGY:
You can only hurt the Shadow when it takes a physical form. Jump the panther's attacks. Slide under the sword. Stay to the side of the moth's poison. The Crushing Stone whip is a good tool, but your best bet is to stockpile levels before entering this fight. At level 20, one attack can deduct 50HP.

SUGGESTED LEVEL: 25

15

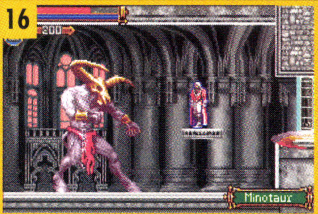


NAME:	LOCATION:	LOOT:
Pazuzu	Castle Tower A	None

STRATEGY:
His Blood Curse attack is easily dodged by moving under him (if he's on a platform) or running to the far right. When he summons Tiny Devils, just whip them. Your main obstacle here is that he can dole a good 70+ damage per hit. Wear your strongest armor and go wild with spells.

SUGGESTED LEVEL: 28+

16

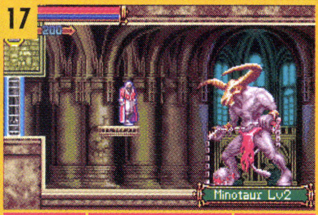


NAME:	LOCATION:	LOOT:
Minotaur	Castle Top Floor B	Wind Book

STRATEGY:
Stand on the platform and use the Crushing Stone whip attachment to do 100+ damage per strike. His Bull Charge and Boomerang attacks cannot hit you if you're on a platform. When he gets too close, jump over him and go to the other platform, or slide through him and eat some damage.

SUGGESTED LEVEL: 30

17

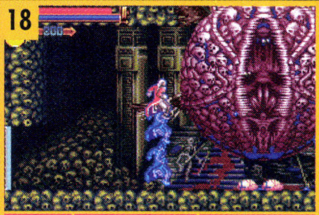


NAME:	LOCATION:	LOOT:
Minotaur Lv2	Castle Top Floor A	Steel Tip

STRATEGY:
When he swings the ball and chain, run or slide as far away as you can. Whip and cast spells the rest of the time. Every three attacks will knock him back. Watch out, as he can tag you for 100 damage per hit.

SUGGESTED LEVEL: 30

18

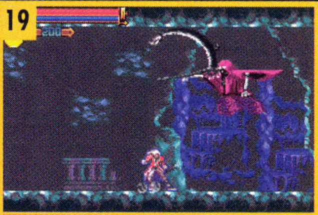


NAME:	LOCATION:	LOOT:
Legion Corpse	Skeleton Cave A	Cipher's Charm Floodgate Key

STRATEGY:
It doesn't really attack, but if you touch its body, you'll be cursed and take 100 points of damage. Destroy the Zombie Eyeballs that drop out. When it opens up to reveal a skeleton, you're halfway there. The Floodgate Key is in the area north of Legion.

SUGGESTED LEVEL: 30

19

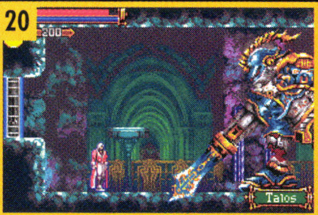


NAME:	LOCATION:	LOOT:
Death	Luminous Cavern A	Griffin's Wing

STRATEGY:
Avoid Death's scythe and slash at the smaller scythes. When he casts Evil Beams, stand between them. Bring a ton of health items and use your spells. After you beat his ethereal form, he'll transform into a snakelike skeleton. Jump on its back and slash away at its head.

SUGGESTED LEVEL: 30

20

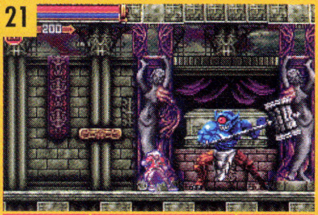


NAME:	LOCATION:	LOOT:
Talos	Luminous Cavern A	Skull Key

STRATEGY:
The exposed area on Talos' leg is his Achilles' Heel. Get in real close and slash it. For every three hits you make, he'll stumble backward. If you see him perform a high reach, he'll follow low. The slash and low reach are highly telegraphed, so you should have no problems. Just do NOT touch him.

SUGGESTED LEVEL: 35

21

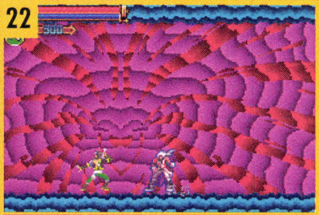


NAME:	LOCATION:	LOOT:
Cyclops	Clock Tower B	None

STRATEGY:
Cyclops has only two attacks, but they're doozies. If you don't have good armor equipped, he can take 150-200HP per hit. Slash at him from the furthest distance possible to avoid the hammer, and jump over his dash attack.

SUGGESTED LEVEL: 40

22

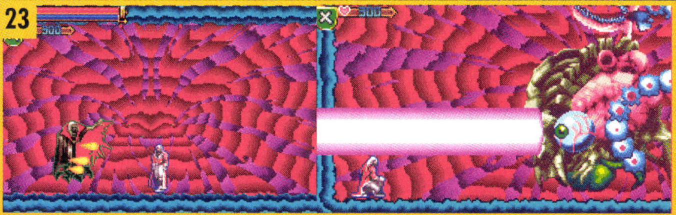


NAME:	LOCATION:	LOOT:
Maxim Kischine	Dracula's Chamber	None

STRATEGY:
Jump his attacks and slash him. He will often follow a shuriken toss with a multi-slash or diving kick. When he launches a bunch of kicking shadows, get in tight and duck. Note: You need all of Dracula's Relics to open the doorway to the chamber in Castle B.

SUGGESTED LEVEL: 40

23



NAME:	LOCATION:	LOOT:
Dracula Wraith	Dracula's Chamber B	None

Strategy:
Equip the JB and MK Bracelets before entering the chamber in Castle B in order to fight Dracula after you defeat Maxim. When Drac is in human form, he'll teleport and then cast fireballs or lava. Jump over them right when he casts in order to slash. With the Holy Cross and the Wind Book, you can just stand around slapping him silly. Once he transforms into a hideous monster creature, all you need to do is hang back, slash, and watch out for his beam attack. Duck! The claw will swing in an uppercut or downward motion, so you should jump or duck under as necessary. His claw can do 60-90HP damage, but the laser can take 150HP if you're at level 45 or less.

SUGGESTED LEVEL: 40+

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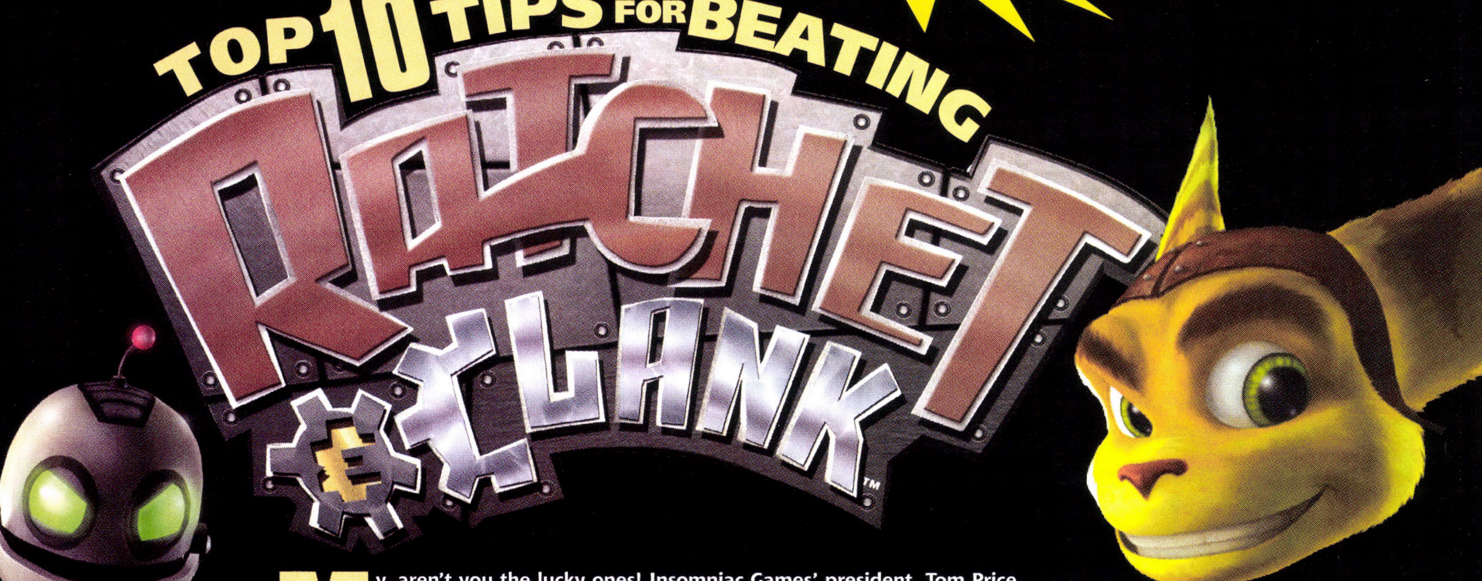
GAMENOW EXCLUSIVE!

TOP 10 TIPS FOR BEATING RATCHET & CLANK



My, aren't you the lucky ones! Insomniac Games' president, Tom Price, was kind enough to pass along his exclusive top 10 tips for beating his company's latest and greatest PS2 platformer. And best of all, they work! So, please, everyone: Get down on your hands and knees and thank Mr. Price (props go out to publisher Sony for making the hookup).

#1

Put on the Hologuise

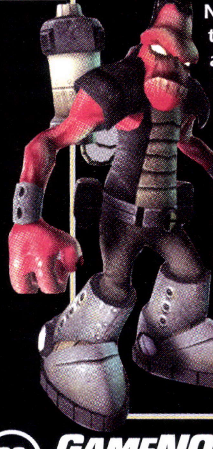
A satisfying maneuver you can use while doing infiltration challenges in the Robot Factory on Quartu or on Drek's Flagship is to put on the hologuise and position yourself behind a sentrybot that is pacing a room. When the bot's back is turned, throw out a mine from the mine glove. Quickly switch back into the hologuise and then, when the sentrybot turns around, the mine will track and destroy him. To turn the screws on him just a little bit more, wave to him as the mine tracks toward him. Watching him wave back as he explodes is one of the more enjoyable ways to take out an enemy in the game.

#2

Send in the Drones

In first-person perspective when aiming with the devastator or the blaster in areas with lots of enemies firing at you, it's a good idea to first send out some defense drones to take some hits for you. This way, you can keep aiming without being interrupted. This tactic is particularly useful on the final world, Planet Veldin.

#3 Use the Devastator



Near the end of the traversal through Gemlik Moonbase, there is a room with a large number of swarmers and some enemies that shoot fire along the ground (Blarg Astronauts). A good strategy for taking care of these enemies is to stand on the crates near where you enter the room and fire devastator shots at both the swarmer generators and the Astronauts. Once they're taken out, it's only a simple matter of throwing down some bombs at the swarmers, and the room is clear.

#4

Save Four Missiles

When fighting the boss in the Jetplane challenge at the end of the Gemlik Moonbase level, it is a good idea to save at least four missiles for the very end of the battle. Once his ship is down to only two engines, use two missiles to take out each engine. The last part of the battle is very difficult if you don't use this trick.

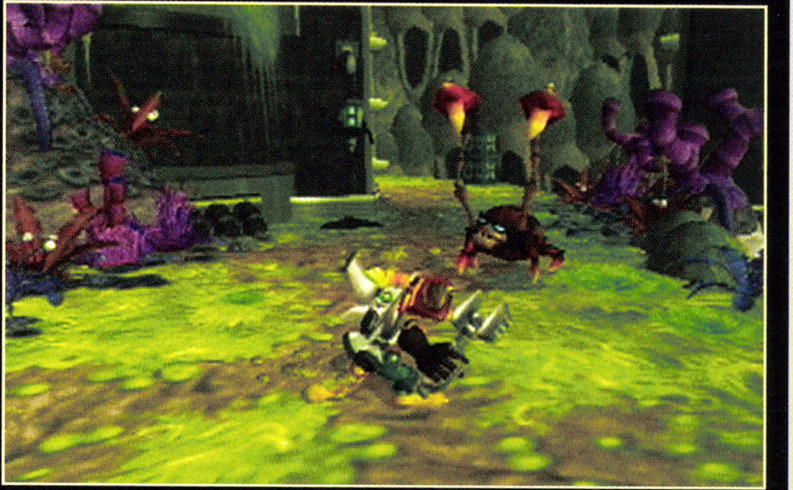
#5

The Walloper is Your Best Bet

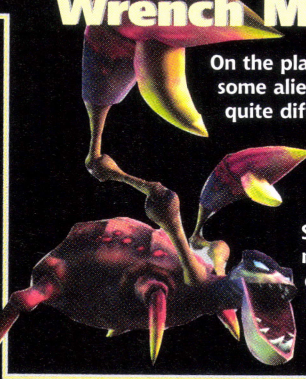
Use the walloper on the kamikaze bots (the ones that come toward you and explode) in the Blarg Refueling Depot as well as the Gadgetron HQ. Using almost any other weapon on them will usually result in your taking heavy damage.

#6 Kill the Chickens

On the Gadgetron Homeworld, there is a secret room with a bunch of chickens inside it. If you find the room, try killing a few of the chickens. After a few moments, the teleporter will activate, and you'll see new chickens come walking out of it ready to be slaughtered. We love chickens.



#7 The Comet Strike Wrench Maneuver



On the planet Orxon, there are some alien crabs that are quite difficult to defeat in groups. If you're able to single some out, however, try using the Comet Strike wrench maneuver. It's very effective against these enemies.

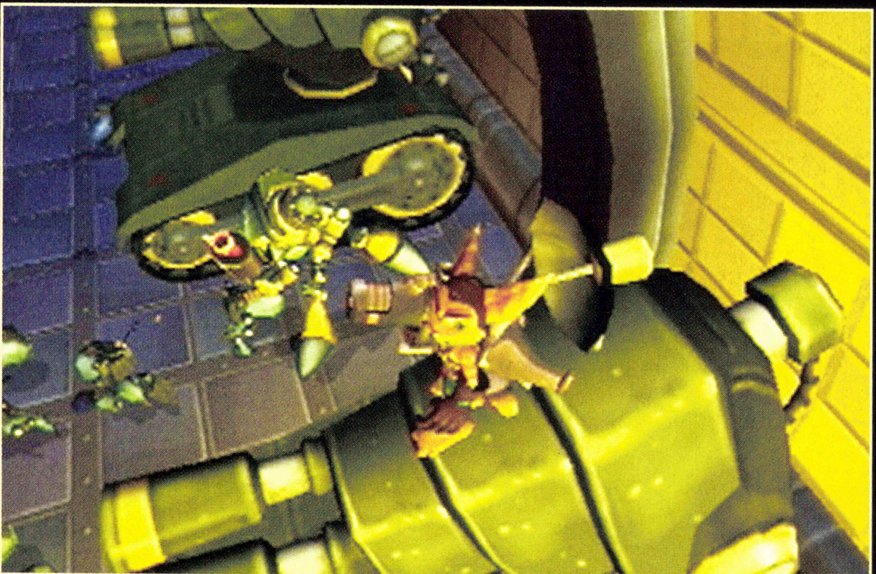
#8

Hug the Walls

In the Clank challenge on the planet Orxon, there is a section where bombs drop from the sky, and you have to dodge them. To avoid most of the missiles, be sure to hug the walls and go around the area counter-clockwise. This will allow you to escape the area without losing any gadge-bots.

#9 Jump on the Tanks; Take Out the Paratroopers

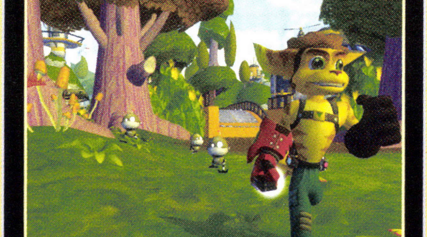
On the Blarg Depot world, there is a room with five Blarg Paratroopers that are hiding behind a row of tanks. Most people just blast their way down the center of the row of tanks, but if you want to avoid being damaged, try jumping on top of the tanks and then taking out the Paratroopers.



#10

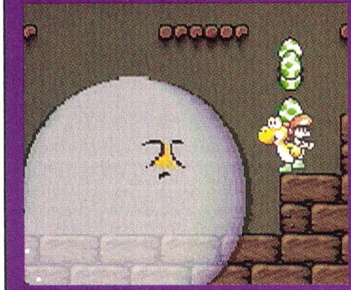
Throw Down a Mine

In Fort Krontos on planet Batala, there are enemies that like to hide underground, popping up only long enough to throw bombs at you. A good strategy for dealing with these enemies is to throw down a mine near their hiding places. Then when they pop up, they'll be chased down by the mine.

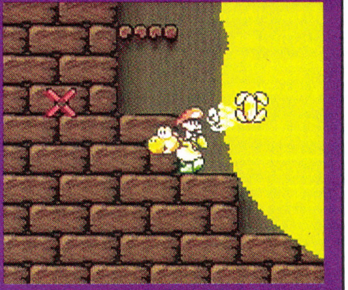


BOSS KILLER

Yoshi's Island
Stage: World 2 - 4
GAME BOY ADVANCE



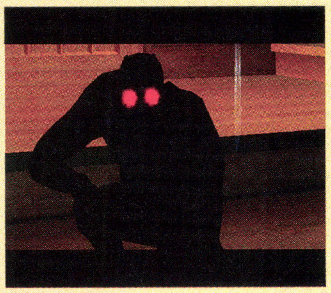
This guy got you stumped? He's easy. First, you gotta turn around so that he'll think you aren't looking at him...



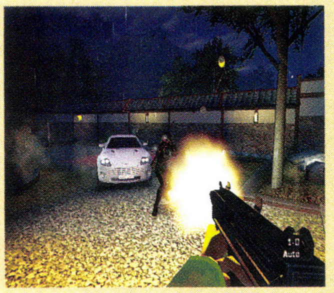
...then, just spit an egg at the wall and have it ricochet onto his fat face. BAM! Do that a few times, and he'll be out.

BOSS KILLER

007: Nightfire
Stage: Double Cross



At the end of Double Cross, this red-eyed ninja takes a piece out of Mayhew's back. Then he goes after you.



An automatic weapon is best for making the ninja back up as he moves in. Remember to keep strafing.

TESTER'S CORNER

The freshest tips straight from the source

PS2

Ratchet and Clank

"Having trouble with the patrol bots in Gorda City (Level 14)? Try throwing two or three glove of doom eggs and then crouching. Their electricity will not be able to hit you and the agents will DESTROY them."

"One **very entertaining little thing to do** is to morph-o-ray your enemies into chickens, and then suck them into the suck cannon. The spray of feathers as they issue forth from the cannon is quite amusing...."

"Tired of Ratchet's medium-paced run? Need to get somewhere in a hurry? Take the straightaway parts of the level much faster by doing linked chains of long jumps. You can double your speed if you're good at this technique, and sometimes even use it on curves."

"The taunter activates the mines from the mine glove—use them together."

"Having trouble with the main path in Jowai Resort? Try using the suck cannon. I guarantee it will make your life easier."

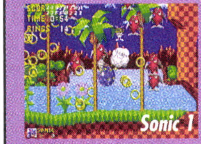
"On planet Orxon, **many people have trouble getting past the fields of sleeping crabs.** Try killing the small blue screamers instead of the crabs, then sneak past them. You'll find you can avoid many battles this way."

"If you like to use the wrench, get good at flipping sideways and backwards. This will get you out of a lot of trouble with enemies that have good close-range attacks."

Contributed by Tony Garcia and Mike Stout, Insomniac Games

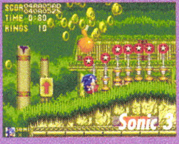
DEBUG MADNESS!!!

These debug codes will let you screw with the game in all sorts of ways. Try them out. Go nuts.



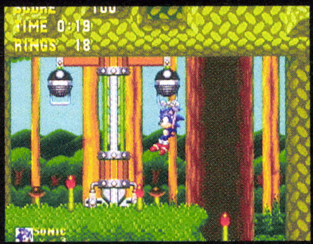
First, you have to enter "Control mode." Do this by hitting Up, X, Down, X, Left, X, Right. After that, hit Up, X, Down, X, Left, X, Right, X. Then, hold down B, and start the game. Once the code is in, hit A to go into Debug mode.

Enter the Level Select code first by going into Sound Test mode, playing sounds 19, 65, 09 and 17. Then, hold X and press Start. At the title screen, hold down B and press Start to enter the Stage Select screen. Once there, play songs 01, 09, 09, 02, 01, 01, 02 and 04. Then select a stage, hold B, and hit Start. Bam, it's Debug mode.



You know the drill: Enter Level Select code first (Up, Up, Down, Down, Up, Up, Up, after the "Sega" sound, but before the title screen). If you did it right, you'll get Level Select and Sound Test options by pressing Up at the title menu. To enter Debug Mode, simply hold down B, and select a stage by hitting Start.

SONIC BOOM



Sure, only a handful of the games on it are worth playing, but for real, kids, there's no better history lesson than *Sonic Mega Collection* (not counting the GBA *Mario* games, of course). They've also been historically packed with all kinds of insane codes, all of which *Mega Collection* keeps intact. So check out these crazy cheats, straight from the olden days!

UTTER MADNESS!!!

Don't worry—more insane tricks are hidden in this one. Check out these gems.

ANGEL ISLAND
HYDROCITY
MARBLE GARDEN
CARNIVAL NIGHT
ICECAP
LAUNCH BASE
MUSHROOM HILL
FLYING BATTERY
SANDOPOLIS
LAVA REEF
LAVA REEF
SKY SANCTUARY
DEATH EGG
THE DOOMSDAY
BONUS
SPECIAL STAGE
SOUND TEST
Sonic 1

Don't worry—the original *Sonic* has a Level Select code, too. Here's how you do it: At the title screen, press Up, Down, Left, Right. You'll hear a chime if you've entered the code correctly. Next, hold B and press Start to enter the Level Select and Sound Text screen. Enjoy.

Super Sonic rules. Wanna become him? First, enter the Level Select code. Then, from the Level Select screen, play songs 04, 01, 02 and 06. Then, choose a stage, play until you collect 50 rings, and jump to transform. Isn't the feeling super?

0510
000
Sonic 3

A secret stage, or a prelude to the awful Sonic 3D Blast? You decide. Enter the Level Select code and go to Sound Test. Play these sounds: 01, 03, 05, 07. Then, highlight Special Stage 2, hold down the B button and press Start. You dig?

GAMECUBE

BLOODY ROAR PRIMAL FURY

Secrets

To unlock the following characters, play any mode the listed amount of times. This can easily be done by starting a game and then quitting it over and over again.

Ganesha
50 times

Cronos
100 times

Kohryu
150 times

Uranus
200 times

Cheats

Clear Arcade Mode the listed amount of times. You can use any character you wish and may continue as often as needed.

Movie Player
Once

COM Battle
Twice

Kids Mode
Three times

Big Heads
Four times

Big Arms
Five times

No Wall
Six times

Min Wall
Seven times

Final Round
Eight times

Low Speed
Nine times

High Speed
10 times

No Blocking
11 times

Max Difficulty
12 times

Knock Down Battle
13 times

Human Only
14 times

Beast Only
15 times

Hyper Only
16 times

BEACH SPIKERS

Hot Uniforms!

Unlock these delightful bikinis by slogging through the sometimes tedious Tutorial Mode (including the non-interactive parts).

Fighting Vipers Style
Enter your name as FVIPERS for *Fighting Vipers* Uniforms 109-110, Hair 75, and Face 51

Daytona USA Style
DAYTONA for *Daytona USA* Uniforms 107-108

Phantasy Star Style
PHANTA2 gets you *Phantasy Star Online* Uniforms 114-115, Hair 77 and Face 53

Space Channel 5 Style
Ooh! Lala! Get into the *Space Channel 5* spirit with ARAKATA; it gets you Uniforms 111-113, Hair 76, and Face 52

Virtua Cop Style
Tap in JUSTICE for *Virtua Cop* bikinis 105-106, and cop shades with Sunglasses 94

Sega Style
OHTORII (Uniforms 116-117) gets you Sega logos up the wazoo. Literally

CEL DAMAGE

Cool Cheats

From the main menu screen, choose the Play option and then press A to join the game. Next, choose the Create/Load option and then choose Create New. Save the game to either slot A or B and then choose to enter a New Name. On the Name Entry screen, put in any of these passwords for the results shown here. When you enter one of the codes correctly, you will hear a sound to confirm that it is the correct code.

Brian the Brain and Space World
BRAINSALAD

Count Earl and Transylvania World
EARLSPLACE

T. Wrecks and Jungle World
TWRECKSPAD

Whack Angus and Desert World
WHACKLAND

Melee Weapons Open
MELEEDEATH

Hazard Weapons
HAZARDOUS

Unique Weapons
UNIQUEWPNS

Plastic Mode
FANPLASTIC *(At the Event Select screen, go to Smack Attack and press Down to highlight Event Settings. Choose Event Settings and then move down and select the Options. On the Options screen, move down and select Rendering Modes. Now you can choose the Render Plastic option and your characters will look different than the original cel-shaded ones.)*

All FMV Sequences
MULTIPLEX!

Unlocks All Cars, Tracks, and Modes
PITA

EXTREME G III

Cool tricks

You can enter the following tricks from the Press Start screen, or from the main menu.

Win next race: L + R + Z, L + R, Z, L + R + Z
Infinite ammo: L, R, L, R, L + R, Z
Infinite shield: L + R, Z, L + R, Z
Open all tracks: L, L, R, R, Z, Z, L + R + Z
Extreme track challenge: L, R, L, R, L, R, Z, L + R
Prize money X2: L, R, Z, L, R, Z, L + R

LEGENDS OF WRESTLING

Unlock All Wrestlers

Enter the following code at the main menu: Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. If you did it right, you'll get text confirming so.

MX SUPERFLY

Ultimate Cheat

Enter the following at the main menu: X, Y, then L + X, then R + Y. All tracks, riders, bikes, and minigames will be unlocked.

THE SIMPSONS: ROAD RAGE

Button Codes

While in the options menu, hold the L- and R shoulder buttons, then press the following button combinations.

Red Soapbox Car
B, B, Y, X

Smithers in Mr. Burns' Car
B, B, Y, Y

Nuclear Bus
B, B, Y, A

Extra Money
Y, Y, Y, Y

Stop Time
X, B, Y, A (Press R-Shoulder to start, stop and reset the timer.)

Nighttime Mode
A, A, A, A

Slow-motion Mode
A, X, B, Y

Flat Characters
X, X, X, X

Time Codes

Change your Cube's internal date to the following in order to unlock the these secret characters:

New Year's Krusty
1/1/02

Thanksgiving Marge
11/22/01

Halloween Bart
10/31/02

Christmas Apu
12/25/01

SUPER SMASH BROS. MELEE

Secret Characters

There are 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the methods listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked.

Dr. Mario
Play 100 VS. matches OR beat Classic or Adventure Mode as Mario without continuing.

Falco Lombardi
Play 300 VS. matches OR defeat the 100-Man Melee Mode.

Ganondorf
Beat Event Match #29 (Triforce Gathering).

Jigglypuff
Beat Classic or Adventure Mode with any character.

Luigi
Beat Stage 1 of Adventure Mode (Mushroom Kingdom) when the timer shows a "2" in the last second's place (the fourth digit from the left). When you go to the next section of this stage (the fight against Mario and Peach), Luigi will jump into the battle and replace Mario. Defeat the pair within a minute and Luigi will challenge you again once you beat the Adventure Mode.

Marth
Play 70 VS. matches OR play Classic, Adventure or VS. Mode with each of the 14 normal characters.

Mewtwo
Play 700 VS. matches OR play VS. Mode for 20 hours

Mr. Game & Watch
You must first unlock all of the other characters. Then beat Classic, Adventure or Target Test Mode with them all.

Pichu
Play 200 VS. matches OR beat Event Match #37 (Legendary Pokémon).

Roy
Beat Classic or Adventure Mode as Marth without continuing

Young Link
Play 500 VS. matches OR beat Classic Mode with 10 different characters (two of which must be Link and Zelda).

RESIDENT EVIL

Infinite Grenades

Want infinite grenades of normal, flame and acid? The alchemy involved is tricky, only works in Once Again, and ruins the balance of the game. Cool.

Step 1: Take Acid, Flame rounds and the Launcher to an Item Box.

Step 2: Place the Launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

Step 3: Leave the Item Box, equip the Launcher so it's your "weapon," then open the Item Box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades, press A, and the cursor moves over your Launcher. Press A again and the Item Box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

Secret Modes

We purposely left out an explanation for the Once Again mode because it replaces the regular game on your second playthrough. In addition to changing the name of the regular game to Once Again, you'll get a new title screen.

REAL SURVIVOR

How Do I Unlock It?
Complete the game once with either character. The game must be on the "Normal" difficulty setting.

What Is It?
This is the regular game on an insanely hard difficulty. The enemies are tougher, there is less ammo and there are fewer health items. Your weapon targeting no longer auto-tracks, and the Item Boxes are no longer magically interconnected.

INVISIBLE ENEMY

How Do I Unlock It?
Complete the game on Normal twice with the same character.

What Is It?
Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can do at least a *little bit* of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually NEED to kill.

ONE DANGEROUS ZOMBIE

How Do I Unlock It?
Complete the game on Normal with Chris and Jill.

What Is It?
This mode will overwrite regular game mode. So if you go to the Once Again option, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often, and he can't be killed.

SEGA SOCCER SLAM

Assorted Codes

Unlock Stadiums

Open Oasis stadium: Up, Up, Down, Down, X, X
Open Pacific Atoll stadium: Up, Up, Left, Left, Y, Y
Open Jungle stadium: Up, Down, Left, Right, X, Y
Open Alpen Castle stadium: Up, Up, Up, Down, X, X
Open Riviera Ruins stadium: Up, Down, Down, Y, X
Open Reactor Core stadium: Up, Left, Left, Right, X, Y
Open all stadiums: Up, Up, Up, Up, X, X

Alternate Teams

Alternate El Fuego: X, X, Down, Down, Left, Right
Alternate Spirit: Y, Y, Down, Down, Left, Right
Alternate Subzero: Y, Y, Down, Right, Left, Up
Alternate Toxic: Y, X, Down, Down, Up, Up
Alternate Tsunami: X, Y, Down, Up, Right, Left
Alternate Volta: Y, X, Down, Up, Down, Up
All alternate teams: X, Y, Down, Down, Down, Down

Gameplay Cheats

Maximum power: L, R, Left, Right, Y, Y
Infinite turbo: L, R, Right, Up, X, X
Big hits: L, R, Up, Up, X, Y
Infinite Spotlights: L, R, Down, Right, Y, X

Fun Balls

Beach ball: R, Right, Right, Down, Y, X
Black box: R, Left, Left Down, X, X
Box ball: R, Left, Right, Right, Y, Y
Classic soccer ball: R, Right, Left, Left, Y, X
Crate: R, Left, Down, Right, Y, X
Earth: R, Right, Right, Left, X, X
Eyeball: R, Right, Down, Up, X, X
Magic 8-ball: R, Right, Up, Up, Y, Y
Remy's head: R, Left, Right,
Rob's head: R, Left, Up, Left, Y, X
Rusty can: R, Left, Up, Up, Y, Y

Items

Angus' items: Left, X, Right, X, Up

Arsenault's items: Left, Y, Up, Y, Down
Boomer's items: Left, Y, Left, X, Up
Dante's items: Left, X, Right, Y, Left
Djimon's items: Left, Y, Down, Y, Up
Duke's items: Left, Y, Up, X, Right
El Diablo's items: Left, X, Right, X, Down
Half Pint's items: Left, Y, Up, X, Up
Kahuna's items: Left, Y, Right, Y, Right
Kaimani's items: Left, X, Down, X, Down
Kiril's items: Left, Y, Up, X, Left
Lola's items: Left, X, Left, Y, Down
Madeira's items: Left, Y, Down, X, Up
Nova it's items: Left, Y, Down, Y, Right
Raine's items: Left, X, Up, X, Up
Rico's items: Left, X, Right, X, Right
Rumiko's items: Left, Y, Left, Y, Up
Zari's items: Left, Y, Left, Y, Right

RANDOM STUFF

"Pleasantville mode": Y, X, Y, X, Y, X, Right, Left, Right, Left, Right, Left
"Citizen Kane mode": X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right

SONIC MEGA COLLECTION

Heck of Codes

Sonic the Hedgehog

Level Select
At the title screen, press UP, DOWN, LEFT, RIGHT. You'll hear a chime if you've entered the code correctly. Next, hold B and press START to enter the Level Select and Sound Text screen.

Control Mode:
At the title screen, push UP, X, DOWN, X, LEFT, X, RIGHT. You'll hear a chime if you've entered the code correctly. Begin your game as usual, and press START to pause it. While paused, press B to reset the game, hold down A to play in slow motion (pressing X will let you jump while in slo-mo) and press X to advance the game one frame at a time.

Debug Mode:
Before entering the Debug Mode, enter the code for Control Mode. Once that code has been entered, quickly press UP, X, DOWN, X, LEFT, X, RIGHT, X. Then, hold down B and press START to begin the game. During gameplay, press A to enter Debug Mode. If Sonic changes into a ring, you'll know that you've correctly entered the code. Use the D-Pad to move Sonic around, even through walls. Press B to change Sonic into a different item and press X to place the current item on the screen. You can use this to place a ton of rings or enemies on the screen. Press A to change Sonic back to normal, but beware of any obstacles that you may have placed on the screen. You'll also notice that the score and time (and various other graphics) are distorted while you're in Debug Mode. Don't worry about that—it doesn't affect the gameplay.

Sonic the Hedgehog 2

Level Select:
From the title screen, enter the Options screen. Go to the Sound Test option and play the following sounds in this order: 19, 65, 09, 17. When all four sounds have been played, hold down the X button and press START to return to the title screen. Once Sonic and Tails appear on the screen, hold down B and press START to enter the Stage Select screen.

Debug Mode:
After entering the Level Select code, go to the Sound Test option on the Stage Select screen, play the following songs in this order: 01, 09, 09, 02, 01, 01, 02, 04. When you begin playing song 04, a chime will tell you that the code has been entered correctly. Highlight the stage you wish to go to, hold down B and press START to enter it. Now that you're in Debug Mode, press A to change Sonic into a ring. The B button changes him into different objects, and the X button places the object on the screen. When you're done messing around, press A to change back into Sonic. Like the Debug Mode in the original *Sonic*, the score and time will be messed up, but it won't affect the gameplay. Also during the Debug Mode, when you press START to pause the game. Holding down A while paused causes the game to run in slow-motion, X makes everything move frame by frame, and B resets the game.

Become Super Sonic:
First, enter the Level Select code and go to the Level Select screen. Go to the Sound Test option, and play the following songs: 04, 01, 02, 06. You'll hear a brief tune when you finish playing all the songs. Then, highlight what stage you want to start on and press START to begin. Now, simply collect 50 rings. When you jump while holding 50 rings, you'll transform into Super Sonic.

Sonic the Hedgehog 3

Level Select and Sound Test
Press UP, UP, DOWN, DOWN, UP, UP, UP, UP after you hear the word "Sega" and the screen fades to black, but before the title screen (you must enter this code very quickly—it may take a few tries to get it right). A ringing sound will let you know that you've entered the code quickly enough. At the title screen, press UP, and a hidden option will appear that will take you to the Level Select and Sound Test screen.

Debug Mode
Enter the Level Select code and highlight the stage you wish to play. Hold the B button and press START to begin the level. You will now be in the Debug Mode. Press A to change Sonic into a ring, B changes what item Sonic is and X places an object on screen. Pressing A again changes Sonic back to normal. If you pause the game, holding down the A button makes the game run in slow motion, X moves everything one frame at a time and the B button takes you back to the Level Select screen. As is the standard with Sonic's Debug Modes, just ignore the screwed-up score and time displays.

Become Super Sonic
Enter the Debug Mode code, enter any stage and press A to change Sonic into a ring. Then, press B once, and Sonic will change into a monitor. Hit the X button to place a monitor on the screen, then press A again to change back into Sonic. Simply jump on the monitor, and you'll change into Super Sonic.

Hidden Special Stage
Enter the Level Select code and go to the Sound Test option. Play the following sounds in this order: 01, 03, 05, 07. Then, highlight Special Stage 2, hold down the B button and press START. You'll be taken to a hidden bonus round.

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section from the main menu:
KOALA: Opens all combat controls
IMIARMAS: Opens all stages
HEADEXPLODY: Opens Pinhead Bowling mode
ARACHNID: Unlocks all above options, plus Gallery extras
GIRLNEXTDOOR: Opens Mary Jane as a playable character
HERMANSCHULTZ: Opens Shockers as a playable character
SERUM: Opens a scientist as a playable character
KNUCKLES: Opens a thug as a playable character
STICKYRICE: Opens another thug as a playable character
THUGSRUS: Opens yet another thug as a playable character
FREAKOUT: Opens still a fourth thug as a playable character
CAPTAINSTACEY: Opens a helicopter pilot as a playable character
REALHERO: Opens a security guard as a playable character
ORGANICWEBBING: Gives you unlimited web fluid
CHILLOUT: When playing as Green Goblin, your glider will never overheat
ROMITAS: Allows you to skip levels from the pause menu
DODGETHIS: Unlocks "Matrix" mode
SPIDERBYTE: Shrinks Spider-Man by a considerable degree
GOESTOYOURHEAD: Big head mode
JOELSPEANUTS: Big head mode for enemies
UNDERTHEMASK: Unlocks first-person view mode

SPYHUNTER

Random Secrets

These codes are to be entered as if you were creating a new player profile for the game. After you enter them, you'll bounce back to the main menu without having created an actual profile. You can view the movies you unlock by going into System Options from the main menu and selecting Movie Player from the Options menu. Below are the codes:
GUNN: Opens "Saliva: The Spy Hunter Theme" movie.
WOODY: Opens "Early Test Animatic" movie.

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Codes From Space

From the main menu, go to the Options screen, then move down and access the Passcodes option. Put in the passcodes as follows. (Note: You will have to enter the first passcode and then enter the second passcode for each cheat before they will work.)

Stage Select

Put in !??QWTTJ for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in CLASSIC for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Unlockable Ships

Black Cadillac

Put in !ZUVIEL! for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Tie Fighter

Put in ZT?!RGBA for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Tie (Advanced) Fighter

Put in NYM!UUOK for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Naboo Fighter

Put in CDYXF!?Q for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Slave 1

Put in PZ?APBSY for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Millennium Falcon

Put in MVPQIU?A for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Hidden Options

Unlock the audio commentaries for each individual stage type in the name BLAH-BLAH. Head to the special features option and turn on Audio Commentary. Now select a stage and either play through with the speech or pause to hear them talk about the different aspects of the stage.

Documentary

After finishing all 10 main missions you can get it under the Special Features menu option.

Unlock the Art Gallery

Enter EXHIBIT! as a passcode.

Unlock the Concert Hall

Enter Composer as a passcode.

Ace Mode

Complete all the Tatooine Training objectives and finish the game with 15 gold medals to unlock Ace Mode.

Black and White Mode

Type in LIONHEAD at the passcodes screen to play the game in a "classic" color mode.

Unlockable Ships

Slave 1 Ship

Finish all missions with a silver medal or better.

Millennium Falcon

Finish all missions with a bronze medal or better.

Naboo Starfighter

Finish the Tattooine Training in all 4 time settings. You must get all discovery items, all objects and get two hidden bonus items in each zone. Times: 6 a.m., 2 p.m., 6 p.m., 11 p.m.

TIE Fighter

You must steal a Tie Fighter and complete the mission in Level 7 during the daytime and nighttime hours.

Darth Vader's TIE

Acquire 15 gold medals.

TONY HAWK'S PRO SKATER 3

Passwords

Choose the Cheats selection from the Options menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.

Open Cheat Menu

MARKEDCARDS (Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options).

Super Stats

MAXMEOUT

Unlock All Characters

FREAKSHOW

Unlock Every Single Movie

From the main menu, select Options, then Cheats. Enter POPCORN.

Pirate Skating

Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it, then one of the garage doors will open and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes

Beat the game the prescribed number of times.

Snowboard Mode

Beat the game 11 times.

Always Special Mode

Beat the game 12 times.

Perfect Rail Balance Mode

Beat the game 13 times.

Maxed-Out Stats Mode

Beat the game 14 times.

Giant Mode

Beat the game 15 times.

Slow-Mo Mode

Beat the game 16 times.

Perfect Manual Balance Mode

Beat the game 17 times.

Tiny Mode

Beat the game 18 times.

Moon Mode

Beat the game 19 times.

Expert Mode

Beat the game 20 times.

First-Person Mode

Beat the game 22 times.

Unlock Darth Maul

Complete all 54 goals and earn golds at each competition with one skater.

Get Neversoft Eye

Similar to unlocking Darth Maul but do it with 21 skaters.

Get Skater From Hell

Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine

Complete all 54 goals and get all golds at each competition with two different skaters.

Unlock the Bum

Complete all 54 goals and get a gold medal at each competition with seven skaters.

Unlock Officer Dick

Complete the 54 goals and get a gold at each competition with four different skaters.

Unlock Private Carrera

Do the same thing you did to unlock Officer Dick, but do it with one more skater.

WAVERACE: BLUE STORM

Passwords

In order to get the password option, perform the following on the main menu: Z + X. then start. Select that "password" option that will appear, and enter any of the following codes:

DLPHMOD: Dolphin-back free-roam
KTUPWNPD: Normal difficulty Dolphin Park stunt mode
WCX5WP5A: Expert difficulty Southern Island stunt mode
MJV8LKL6: Hard difficulty La Razza Canal time attack
J784WMHF: Normal difficulty Lost Temple Lagoon time attack
LQ3TRKTE: Hard difficulty Lost Temple Lagoon time attack

XBOX

4X4 EVOLUTION 2

Button Codes

Enter the following button combinations from the Press Start screen.

Earn More Money

Y, X, White, Y, X, White, X, X, Y, White, X, Y

Higher Reputation

Y, Y, White, X, X, White, Y, Y, Y, X, X, X

Unlock All Missions

X, X, White, White, Y, Y, White, X, Y, Y, X, White

AMPED

Assorted Cheats

Enter of the following codes into the Cheats field from the Options mode.

RidinwRaven: Unlocks Raven as a playable character
ChillinwSteezy: Unlocks Steezy
GimmeGimme: Opens all courses
StickiT: Makes landing jumps easier
ZiPster: Increases speed
buzzsaW: Makes you run through trees
MegaLeg: Makes you jump higher
WhirlyGig: Increases spin rate
MegabOUnce: You'll bounce like a ball

ARCTIC THUNDER

Button Codes

These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.

Catchup mode

Y, X, Y, Y, X, START

Grappling Hooks Mode

Y, Y, L, Y, Y, White, START

Rooster Tails Mode

Black, R, L, White, X, START

No Drones Mode

X, X, Y, Y, White, Black, START

All Randoms

Black, R, X, Y, Black, R, START

Atomic Snowball (all Missile mode)

X, X, X, White, Y, START

Clone Mode

L, L, Y, White, Y, START

All Invisible Mode

X, Y, X, R, Y, Y, START

All Boost Mode

Y, Black, Black, Y, R, START

Super Boost Wheelie

Y, White, X, R, X, L, START

All Snow Bombs & Random Mode

Y, Y, Black, R, START

BLOODWAKE

Random Codes

These are to be entered in the title screen:

Invincibility: Press left stick in, press in right thumbstick, Down, Left, Down, Left, B, Y, START
Infinite Turbo: Up, Up, Down, Down, Left, Right, Left, Right, B, A, START
Infinite Ammo: Black, White, Left Trigger, Rigt Trigger, press Right Thumbstick, press Right Thumbstick, Y, X START
Open all boats in battle mode: Up, Down, Left, Right, Left Trigger, B, X, X, press Right Thumbstick, START
Open all arenas in battle mode: X, Y, Up, Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START
Open all game modes in battle mode: Y, A, X, B, press Left Thumbstick, press Right Thumbstick, Black, White, Right Trigger, Right Trigger, START

CEL DAMAGE

Invincibility

Put in CODY for a name.

Various Cheats

Put in ENCHILADA! for a name.

ELDER SCROLLS III: MORROWIND

Various Cheats

These codes must be entered through the Stats menu, with the appropriate statistics highlighted.

Restore health: highlight "Health" in the stats menu, and Black, White, Black, Black, Black. Then, hit A to restore health.
Restore Magicka: Highlight "Magicka" in the stats menu, and press Black, White, White, Black, White. Then, hit the A button to restore health.
Restore Fatigue: Highlight "Fatigue" in the stats menu, and press Black, Black, White, White, Black. Then, hit the A button to restore fatigue.

FUZION FRENZY

Various Cheats

The following codes must be entered from the pause screen.

First-person mode: Hold the left trigger, and enter Y, B, Y, B
Scroll through mutant modes: Hold left trigger, and enter Y, B, X, X
Welsh on: Hold left trigger, and enter Y, Y, Y, Y
Squeaky voices: Hold left trigger, and enter Y, X, Y, Y
Hardcore cartoons: Hold left trigger, and enter Y, Y, Y, X

GAUNTLET X

Bonus Goodies

Enter the following passwords as your player name.

S&M Dwarf

NUD069

Happy Face

STX222

Chainsaw

KJH105

Punkrock

PNK666

Ninja

TAK118

Employee Stig

STG333

Waitress

KA0292

Ex-Employee Chris

CSS222

Football Dude

RIZ721

Manager Mike

DIB626

Karate Steve

SJB964

Created by Don

ARV984

Schoolgirl

AYA555

Cheerleader

CEL721

Rat Knight

RAT333

Regular Garm

GARM99

Sickly Garm

GARM00

Sumner

SUM224

Sky General

SKY100

Mountain General

MTN200

Town General

TWN300

Castle General

CAS400

Ice General

ICE600

Desert General

DES700

Battle General

BAT900

HUNTER THE RECKONING

Extra Weapons

In the middle of your game, make sure there are no enemies close to you and quickly press B, Up, Left, Down, Right, B, B. Cycle through your weapons with the B button and you will have the flame thrower, better machine gun, bazooka and more. (Note: You can only put in this code one time per game.)

LEGENDS OF WRESTLING

Unlock all wrestlers

In the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X

NASCAR HEAT 2002

Assorted Codes

Enter these codes at the main menu screen. When entered properly the options on the screen will scroll off to the left and then back in to view.

Hardcore Realism Mode

Up, Down, Left, Right, White, Up, Down

High Suspension

Up, Down, Left, Right, White, Left, Right

Mini Cars

Up, Down, Left, Right, White, Down, Up

Wire Frame Cars

GAMESHARK CODES
ONIMUSHA 2

(M) Must Be On

0E3C7DF21853E59E
EE8A60D6BCC0A096

Full Weapon Charge

D161108EBCA99B82

Minimum Clear Time

D17A4FFABCA9A053

Max Defeated

C1611532BCA9C292

Max Critical

C160F39ABCA9C292

Max Total Souls

D161165ABC413102

Always 1st Save

D17A4E76BCA99B83

Get Hat & Sunglasses

D161FAF2BCA99B84

Get Yagyu Armor Lvl 2

D161F982BCA99B84

Get Yagyu Armor Lvl 3

D161F98ABCA99B84

Yagyu Foot Armor Lvl 2

D161F99ABCA99B84

Yagyu Foot Armor Lvl 3

D161F9A2BCA99B84

Yagyu Arm Armor Lvl 2

D161F9B2BCA99B84

Yagyu Arm Armor Lvl 3

D161F9BABCA99B84

Get Red Necklace

D161FF8ABCA99B84

Get Blue Necklace

D161FF92BCA99B84

Get Yellow Necklace

D161FF9ABCA99B84

Get Green Necklace

D161FFA2BCA99B84

Get White Necklace

D161FFAABCA99B84

Get Black Necklace

D161FFB2BCA99B84

Get Purple Necklace

D161FFBABCA99B84

Get Orange Necklace

D161FF42BCA99B84

Get Buraitou Level 1

D161FA42BCA99B84

Get Buraitou Level 2

D161FA4ABCA99B84

Get Buraitou Level 3

D161FA52BCA99B84

Get Hyoujin-Yari Level 1

D161FA5ABCA99B84

continued on pg. 99

Up, Down, Left, Right, White, Right, Left

View Credits

Up, Down, Left, Right, White, Left(2).

Race as Richard Petty

Complete all heat challenges with a bronze or higher.

NASCAR THUNDER 2002

Driver codes

Enter any of the following Fantasy Driver names at the create a driver screen.

Joey Joulwan
Michelle Emser
Audrey Clark
Dave Alpern
Benny Persons
Troi Hayes
Buster Auton
Chuck Spicer
Crissy Hillworth
Daryl Wolfe
Dave Nichols
Diane Grubb
Jim Hannigan
Dick Paysor
Josh Neelon
Katrina Goode
Kristi Jones
Mandy Misiak
Rick Edwards
Rick Humphrey
Sasha Soares
Scott Brewer
Cheryl King
Tom Renedo
Traci Hultzapple
Ken Patterson

Extra Tracks

Boca Chica

Finish first in the points in the Road Course Challenge.

Devil's Canyon

Finish first in the points in the Short Track Challenge.

Cocoa Beach

Finish first in the points in the Superspeedway Shootout.

Albuquerque

Finish first in the points in the Full Season.

Bonus Drivers

Every time you successfully complete season mode two bonus drivers are unlocked. Complete season mode eight times to unlock all drivers.

Championship FMV

Successfully complete season mode 1 thru 8 times to unlock a championship win video that corresponds to that number of wins.

NBA 2K2

Unlock special teams

Chose the "Game Play" entry in the Options mode, and hold Left on the D-pad and Right + Right on the analog stick and hit START. Go back to the Options, and you'll see a new "Codes" entry. Enter MEGASTARS at the codes screen, and you'll unlock the NBA 2K2, Sega Sports, and VC teams.

OUTLAW GOLF

Dirty Codes

Unlock all golfers, courses, clubs, and events: Create a new file under the name Golf_Gone_Wild

Bonus costumes: At the character select screen, hold L and hit Y, Y, White, Y, Black, Y

PRISONER OF WAR

L33t C0d3z

All levels unlocked

ger1eng5

All daily events unlocked

alltimes

First-person Viewpoint

Boston (or "A" rank in Camp 5)

Top-down Viewpoint

Foxy (or "A" rank in Camp 4)

Unlimited "Goodies"

Dino (or "A" rank in Camp 4)

Giant Germans

Muffin (or "A" rank in Camp 2)

Guard Awareness

Quincy (or "A" rank in Camp 1)

Impervious to Bullets

Fatty (or "A" rank in Camp 3)

RALLISPORT CHALLENGE

Various Cheats

Bonus Cars

To get the bonus cars and some extra tracks without earning them, follow this method. On the main menu, choose "Start Game" and then choose "Create a New Profile." On this screen, enter your name as one of the following to unlock the bonus cars that you can use in Career Mode.

Classic

Put in your profile name as "TheGoodStuff" and then choose "OK." This will give you the Metro ER4, Peugeot 205 T16, Audi Quattro SI, and Lancia Delta S4 in Career Mode.

Expert

Put in your profile name as "WheelToWheel" and then choose "OK." This will give you the Saab 9-3 T16 4x4, Opel Astra T16 4x4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 65, Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline in Career Mode.

Endurance

Put in your profile name as "TheLongHaul" and then choose "OK." This will give you the Peugeot 405 HC, Audi Quattro S1 HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC and open the Endurance tracks in Career Mode.

Unlimited

Put in your profile name as "Geronimo" and then choose "OK." This will give you the Peugeot 405 T16 Hill Climb, Audi Quattro SI Hill Climb, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC in Career Mode.

THE SIMPSONS ROAD RAGE

Bonus Goodies

Enter the following button combinations at the Options Menu. If you enter in a code correctly, you will hear a beep. (Note: Codes must be re-entered if you quit your current game and start over.)

Extra Cams

Hold L+R and press B, B, B, B

2D Characters

Hold L+R and press X, X, X, X

Night Time

Hold L+R and press A, A, A, A

Debug Mode

Hold L+R and press B, B, A, A. While playing, the level will be filled with all sorts of red, green, and blue shapes (collision lines).

Slow-Motion Cars

Hold L+R and press Y, Y, Y, Y. All the cars except for the buses will be moving slower than normal.

Stop-Watch Mode

Hold L+R and press A, B, Y, X. In this mode there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit if the stopwatch reads zero.

Unlock Red Box Car

Hold L+R and press B, B, Y, X

Unlock Nuclear Bus

Hold L+R and press B, B, Y, A

Unlock Smithers

Hold L+R and press A, B, Y, X

Unlockable Characters

You can unlock the holiday characters one of two ways. Either enter a button code at the Options Menu like you did for the other cheats, or change your XBOX's system clock to the appropriate date.

New Year's Krusty

Hold L+R and press B, B, X, Y
01/01/02

Christmas Apu

Hold L+R and press B, B, X, B
12/25/02

Thanksgiving Marge

Hold L+R and press B, B, X, X
11/22/02

Halloween Bart

Hold L+R and press B, B, X, A
10/31/02

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section from the main menu:

KOALA: Opens all combat controls
IMIARMAS: Opens all stages
HEADEXPLODY: Opens Pinhead Bowling mode
ARACHNID: Unlocks all above options, plus Gallery extras
GIRLNEXTDOOR: Opens Mary Jane as a playable character
HERMANSCHULTZ: Opens Shockers as a playable character
SERUM: Opens a scientist as a playable character
KNUCKLES: Opens a thug as a playable character
STICKYRICE: Opens another thug as a playable character
THUGSRUS: Opens yet another thug as a playable character
FREAKOUT: Opens still a fourth thug as a playable character
CAPTAINSTACEY: Opens a helicopter pilot as a playable character
REALHERO: Opens a security guard as a playable character
ORGANICWEBBING: Gives you unlimited web fluid
CHILLOUT: When playing as Green Goblin, your glider will never overheat
ROMITAS: Allows you to skip levels from the pause menu
DODGETHIS: Unlocks "Matrix" mode
SPIDERBYTE: Shrinks Spider-Man by a considerable degree
GOESTOYOURHEAD: Big head mode
JOELSPEANUTS: Big head mode for enemies
UNDERTHEMASK: Unlocks first-person view mode

SPLASHDOWN

Cheats Screen

On the main menu screen, highlight and choose the Options. On the Options menu, press and hold the Right Trigger button. While holding it, press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. The "Cheats" screen will appear. Now you can enter any one of the case-sensitive codes shown here.

Every Course Open

Passport

Every Character Available

AllChar

Every Wetsuit Available

LaPinata

Stay on Your SeaDoo

TopBird

Maxed-Out Performance Meter

PMeterGo

Difficult Courses

Hobble

Increased AI Difficulty

AllOutAI

Every FMV Available

Festival

Time Trials with UFO

IBelieve

Time Trials with Small F-18

F18

STAR WARS: JEDI STARFIGHTER

Everything Unlocked

In the beginning, choose a name for your saved game, and then at the main menu screen, access the Options. On the Options screen, choose the Code option. Now put in your name as LONGO and press the Y button to confirm. You will see the words "Everything Unlocked" appear on the screen. Now all of the bonus features and acts in Story Mode will be unlocked and ready to play.

TONY HAWK'S PRO SKATER 3

All Goals and Medals

From the main menu, access Career Mode and then access Choose Skater. Pick the skater of your choice and go back to the main menu. Next, access the Options. From the Options screen, access the Cheats option. Now put in your code as stiffcomp and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all the levels and give you all the goals and medals for the skater you chose. Do this method for each and every skater in the game to unlock all the hidden cheats in the game.

Every FMV Open

At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as ROLLIT and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of the hidden Full Motion Video sequences in the game.

100% Stats

At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as juice4me and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock full stats for your skater.

All Decks

At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as neverboard and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of your skater's decks.

TRANSWORLD SURF

Various Cheats

Input during the game (Code Unlock first).
Warning: These are hard to get working.

Temporary Code Unlock

Back, Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Right, Up, Up, Left

Green Surf

Back, Up, Down, Left, Right, Up, Left

Easy Floating

Back, Up, Down, Left, Right, Right, Left

Full Special Bar

Back, Up, Down, Left, Right, Down, Up

Disco Light Show

Back, Up, Down, Left, Right, Down, RIght.

Different Colors

Back, Up, Down, Left, Right, Up, Right

Disable Heads-Up Display

Back, Up, Down, Left, Right, Up, Right

Paddle Faster

Back, Up, Down, Left, Right, Down, Down

Invisible Board

Back, Up, Down, Left, Right, Left, Up

Shark Surfing

Back, Up, Down, Left, Right, Right, Down
Back (4) disables codes.

UFC TAPOUT

Unlockable Characters

Bruce Buffer

Win UFC mode with all characters.

John McCarthy

Win UFC mode with Bruce Buffer.

Mario Yamasaki

Win UFC mode with John McCarthy.

The Cat
Win four consecutive matches in Arcade mode.

Femme Fatale
Win eight consecutive matches in Arcade mode.

Ice-T
Win 16 consecutive matches in Arcade mode.

Mask
Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!: JUST BRING IT

Play As Fred Durst

Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself. Who would have thought that he could wrestle?!

PLAYSTATION 2

BALDUR'S GATE: DARK ALLIANCE

Assorted Codes

Unlock Drizzt Do'Urden: At the character selection screen, hold down L1 + R1 and hit triangle and X. There will be no indication that the trick was entered correctly; you'll have to wait till your game starts to find out. Level skip and invincibility: During normal gameplay, hold down L1 + R2 + Left + triangle and hit START. Select the appropriate cheats from the menu that pops up. Ultimate cheat: During regular gameplay, hold down L1 + R2 + Left + Triangle and press in the right analog stick (R3). Your character will jump to the 20th experience level, plus you'll gain 75,000 gold pieces and all level one feats.

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the main menu screen.

Alternate Outfits

Dave Mirra
Up, Down, Up, Down, Right, Left, Up, Up, Square

Ryan Nyquist
Up, Down, Down, Left, Down, Up, Up, Down, Square

Troy McMurray
Up, Down, Left, Down, Right, Left, Up, Left, Square

Mike Laird
Up, Down, Right, Left, Right, Up, Up, Right, Square

Tim Mirra
Up, Down, Right, Left, Left, Up, Down, Up, Square

Leigh Ramsdell
Up, Down, Down, Left, Down, Down, Down, Left, Square

Joey Garcia
Up, Down, Up, Left, Down, Right, Down, Right, Square

Rick Moliterno
Up, Down, Up, Up, Up, Up, Left, Up, Square

Todd Lyons
Up, Down, Down, Right, Up, Left, Left, Down, Square

John "Luc-E" Englebert
Up, Down, Left, Down, Left, Right, Left, Left, Square

Scott Wirch
Up, Down, Right, Up, Down, Right, Left, Right, Square

Colin Mackay
Up, Down, Right, Down, Up, Right, Right, Up, Square

Zach Shaw
Up, Down, Left, Right, Down, Down, Right, Down, Square

All Bikes Unlocked

Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square

Hidden Riders

Mike Diaz
Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square

Amish Boy
Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square

Cool FMVs

Ryan Nyquist Movie
Left, Left, Down, Right, Down, Right, Up, Down, Square

Tim Mirra Movie
Left, Left, Right, Up, Down, Left, Down, Up, Square

Troy McMurray Movie
Left, Left, Left, Down, Up, Right, Up, Left, Square

Dave Mirra Movie
Left, Left, Up, Right, Up, Left, Up, Up, Square

Zach Shaw Movie
Left, Left, Left, Right, Left, Down, Right, Down, Square

Rick Moliterno Movie
Left, Left, Up, Down, Right, Left, Left, Up, Square

Leigh Ramsdell Movie
Left, Left, Down, Down, Left, Right, Down, Left, Square

Scott Wirch Movie
Left, Left, Right, Up, Up, Up, Left, Right, Square

Colin Mackey Movie
Left, Left, Right, Right, Down, Down, Right, Up, Square

Todd Lyons Movie
Left, Left, Down, Up, Up, Right, Left, Down, Square

Kenan Harkin Movie
Left, Left, Left, Left, Right, Right, Down, Down, Square

Mike Laird Movie
Left, Left, Right, Up, Up, Right, Up, Right, Square

DRAKAN: THE ANCIENT'S GATES

Assorted Codes

During gameplay, press and hold the following one after the other: L1, then R2, then L2, then R1. With all four buttons held down, enter any of these codes:
Get 10,000 gold: Circle, Square, Right, Left, X, Triangle, Down, Up
Gain one experience level: Square, Triangle, Circle, X, Right, Down, Left, Up
Open all spells: Up, Down, Left, Right, Right, Left, Down, Up
Restore health and mana: Triangle, Down, Circle, Left, Square, Right, X, Up
Invincibility: X, Down, Triangle, Circle, Right, Square, Left

EXTREME G III

Cool tricks

You can enter the following tricks from the Game Modes menu. You'll get a special message if you've entered it right.
Win next race: L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2
Infinite ammo: L2, R2, L1, R1, L2 + R2, L1 + R1
Infinite shield: L1 + R1, L2 + R2, L1 + L2, R1 + R2
Open all tracks: L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2
Start game with 500,000 credits: L1, L1, L1, L1, L1, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2
Prize money X2: L1, L2, R2, R1, R1, R2, L2, L1

FINAL FANTASY X

Air Ship Passwords

Enter the following passwords at the airship.

Find Rikku's Legendary Weapon
GODHAND

Find Rikku's Victorious Armor
VICTORIOUS

Find the Mursame
MURASAME

Secret Place Coordinates

The following coordinates are places you would not ordinarily find your first time through the game. Once you have the Air Ship, talk to Cid, and choose the second option search in the map menu.

Omega Ruins
X: 74 Y: 36

Sanubia Sand Dune
X: 15 Y: 41

Besaid Rainbow Waterfall
X: 31 Y: 73

Yevon Temple
X: 16 Y: 57

Battle Site
X: 42 Y: 57

Mi'ihen Abovewater Ruins
X: 34 Y: 58

Al Bhed Primer Locations

If you haven't found all the primers, here are all of the locations. Each one represents one letter of the alphabet to be translated.

Al Bhed Primer I
On the deck of the Al Bhed salvage ship.

Al Bhed Primer II
Besaid village Crusaders headquarters.

Al Bhed Primer III
Transport ship from Besaid to Kilika in the power room.

Al Bhed Primer IV
Kilika bar.

Al Bhed Primer V
Trasport ship from Kilika to Luca in the control room.

Al Bhed Primer VI
Luca stadium underground floor B

Al Bhed Primer VII
Luca viewing room, on the counter.

Al Bhed Primer VIII
Mi'ihen road, a gift from Rin.

Al Bhed Primer IX
Mi'ihen road at the new road north.

Al Bhed Primer X
Mushroom Rock road, Cliff area.

Al Bhed Primer XI
Djose Road.

Al Bhed Primer XII
Moonflow, North shore.

Al Bhed Primer XIII
Guadosalam found in a room on the far left.

Al Bhed Primer XIV
Thunder plains as a gift from Rin.

Al Bhed Primer XV
Macalania Forest on the road to the lake.

Al Bhed Primer XVI
Macalania Lake in front of the inn.

Al Bhed Primer XVII
Sanubia Desert central portion left side.

Al Bhed Primer XVIII
Sanubia Desert central portion right side.

Al Bhed Primer XIX
Al Bhed city of Home.

Al Bhed Primer XX
Al Bhed city of Home, residential area.

Al Bhed Primer XXI
Al Bhed city of Home, road area.

Al Bhed Primer XXII
Bevelle Temple.

Al Bhed Primer XXIII
Calm Lands, Northwest area.

Al Bhed Primer XXIV
Remiem Temple.

Al Bhed Primer XXV
Cave under the mountain.

Al Bhed Primer XVI
Omega ruins.

Cactuar Locations

There are total 9 Cactuar that can be found all around the world.

First Cactuar
Oasis Near the first Save point.

Second Cactuar
Sanubia Desert (East) In the alcove to the east, north of the tent with the save point.

Third Cactuar
Sanubia Desert (West). Search the sign near the Cactuar rock that says &#8220;20% off&#8221;.

Fourth Cactuar
Sanubia Desert (Central). Near the ruins to the west, look for two Cactuars running around the desert.

Fifth Cactuar
Sanubia Desert (East). Near the save point under the tent.

Sixth Cactuar
Sanubia Desert (West). Trapped in the treasure chest in the far west.

Seventh Cactuar

GAMESHARK CODES

ONIMUSHA 2

continued from pg. 97

Get Hyoujin-Yari Level 2
D161FA62BCA99B84

Get Hyoujin-Yari Level 3
D161FA6ABCA99B84

Get Senpumaru Level 1
D161FA0ABCA99B84

Get Senpumaru Level 2
D161FA12BCA99B84

Get Senpumaru Level 3
D161FA1ABCA99B84

Get Dokoutsui Level 1
D161FA22BCA99B84

Get Dokoutsui Level 2
D161FA2ABCA99B84

Get Dokoutsui Level 3
D161FA32BCA99B84

Get Bow
D161FA3ABCA99B84

Get Fire Bow
D161FAC2BCA99B84

Get Tanegashima
D1610542BCA99B84

Get Tanegashima+NB
D161FADABCA99B84

Get Triangle-Barrel Gun
D161054ABCA99B84

Get Triangle-Barrel+BB
D161FAE2BCA99B84

Get Rekka-Ken Level 1
D161FA72BCA99B84

Get Sponge Stick
D161FAEABCA99B84

Get Charity Orb
D161FF4ABCA99B84

Get Faith Orb
D161FF52BCA99B84

Get Honesty Orb
D161FF5ABCA99B84

Get Respect Orb
D161FF62BCA99B84

Get Strength Orb
D161FF6ABCA99B84

See Onimusha 3 Teaser
F160F3ACBCA99B84

Open Unlockable Modes
D160F3AABBA89A82

Infinite Money
D161153ABC413102

Infinite EP
D161165EBCAA8B83

Infinite Health
C1613D3EBCA9A783

Max/Infinite Magic
D161164AC8A9A783
D16110FEC8A9A783

Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit and re-enter the area.

Eighth Cactuar
Oasis Teleport back to the airship and go on the outside deck.

Ninth Cactuar
Sanubia Desert Return to the Cactuar statue and the last one automatically appears behind you.

GRAND THEFT AUTO 3

Button Codes

Enter these codes at any time while playing your game.

Clear Weather
L1, L2, R1, R2, R2, R1, L2, Triangle

Foggy Weather
L1, L2, R1, R2, R2, R1, L2, X

Cloudy Weather
L1, L2, R1, R2, R2, R1, L2, Square

Rainy Weather
L1, L2, R1, R2, R2, R1, L2, Circle

Faster Clock
Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle

Tank Unlocked
Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle

Lower Wanted Level
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down

Higher Wanted Level
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right

Great Handling Car
R1, L1, R2, L1, Left, R1, R1, Triangle

Pedestrians Fight Each Other
Down, Up, Left, Up, X, R1, R2, L2, L1

Pedestrians All Hate You
Down, Up, Left, Up, X, R1, R2, L1, L2

Crazy Pedestrians
R2, R1, Triangle, X, L2, L1, Up, Down

Wear Different Outfits
Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

THE MARK OF KRI

Opponent Strength

Enter the following codes from the title screen.

Opponents Are Weaker
X, Circle, Circle, Square, X, Square, Square, Circle

Opponents Are Stronger
X, Circle, Square, Square, X, Square, Circle, Circle, X, Circle, Circle, X

MAT HOFFMAN'S BMX 2

You're Special!

Try these Specials when your meter turns green:

Mat Hoffman
Back Flip Tail Whip: Right, Down, Circle
Barhop: Right, Left, Circle
Peacock (below): Left, Up, Circle

Kevin Robinson
Pendulum: Left, Right, Square
Rocket 1-Foot C-bar: Right, Left, Circle
No-hand Backflip: Down, Right, Square

Mike Escamilla
Back Flip No-foot: Left, Right, Circle
Body Varial: Right, Up, Square
Decade Air: Right, Left, Square

Nate Wessel
Back Flip No-foot: Right, Left, Circle
Pendulum: Left, Right, Square
S-man Doub Seat: Down, Left, Square

Rick Thorne
No-hand Backflip: Down, Right, Square
1-Hand Swing Leg: Right, Left, Circle
Rocket 1-foot C-bar: Right, Left, Circle

Ruben Alcantara
Decade Air: Left, Right, Circle
Double Tailwhip: Down, Left, Circle
S-man 1-Hand: Right, Left, Square

Joe Kowalski
Half Barspin Whip: Up, Left, Circle
1-Hand C-bar: Right, Left, Square
S-man 1-H (above): Left, Right, Circle

MAX PAYNE

Button Codes

Pause the game at any point and enter these codes.

Invulnerability
L1, L1, L2, L2, R1, R1, R2, R2 (NOTE: invulnerability doesn't always stay on. Watch your health after an auto save).

All Weapons, Full Ammo and 8 Painkillers
L1, L2, R1, R2, Triangle, Circle, X, Square

Unlock Every Level
To unlock all levels, play through subway A1 then return to the main menu via soft reset (hold START and hit SELECT). Enter the following button combination Up, Down, Left, Right, Up, Left, Down, Circle This will open all levels and chapters. You can choose anyone of them in the load levels selection. choose continue and load away.

MEDAL OF HONOR: FRONTLINE

Assorted Cheats

The following cheats must be entered from the pause menu:
Invincibility: Square, L1, Circle, R1, Triangle, L2, SELECT, R2
Infinite ammo: Circle, L2, Square, L1, SELECT, R2, Triangle, SELECT

Passwords

The following passwords are to be entered in the Password screen that you access from the Options menu:
TPDOMOHTON: "MOHton torpedo"
WHATYOUGET: One hit kills
URTHEMAN: Bullets kill YOU with one hit
BULLETZAP: Immunity to bullets
WHERERU: Invisible enemies
GLASSJAW: Only headshots harm enemies
BOING: Bouncing grenades
LONGSHOT: Sniper zoom for all weapons
MONKEY: Automatic gold star for current level
TIMEWARP: Earn a gold star for previous level
ORANGUTANG: Open second mission
BABOON: Open third mission
CHIMPANZEE: Open fourth mission
LEMUR: Open fifth mission
GORILLA: Open sixth mission
BACKSTAGED: Unlock gallery item "Making of D-Day"
BACKSTAGET: Unlock gallery item "Making of a Storm in the Port"
BACKSTAGER: Unlock gallery item "Making of A Needle in a Haystack"
BACKSTAGEF: Unlock gallery item "Making of Several Bridges too Far"
BACKSTAGEI: Unlock gallery item "Making of Rolling Thunder"
BACKSTAGES: Unlock gallery item "Making of The Hornet's Nest"
ANIMREEL: Unlock gallery item "From the Animator's Desk"
MAGGOTAHOY: Unlock gallery item "A Good Day to Dye"
DAWOIKS: Unlock everything listed herein

MEN IN BLACK II: ALIEN ESCAPE

Awesome Codes

At the title screen where "Press Start" is flashing, enter any of these codes to get these results as shown. The screen will flash to confirm correct code entry.

Training Missions
Square, Up, L2, Left, Triangle, X, R2, Circle, Right, R1, Square, Circle. From the main menu, choose CST.

All Weapons
Up, Down, X, Square, R1, Triangle, Triangle, Left, Circle, L1, L1, Right

Invincibility
Right, X, R1, Triangle, Up, L2, X, Left, L1, Circle, X, R2

Boss Mode
R1, Triangle, Down, Down, X, L2, Left, Square, Right, Triangle, R2, L1. From the main menu, choose Classified and then choose Boss Mode.

MIKE TYSON'S BOXING

Code Assault

All the codes should be put in at the "Press Start" title screen. You'll see a confirmation if you've done it.

Unlock the works!
Press Square, Circle, L2, R2

More custom boxer parts
Press L1, R1, X, X, Triangle, X

Big Head Mode
Press Square, Circle, Up, Down

Small Head Mode
Press Square, Circle, Down, Up

2D Mode
Press Down, Up, Circle, Square

"Mutant" Mode
Press Square, Left, Up, Triangle

MLB SLUGFEST 20-03

Various Cheats

On the Today's Match-Up screen, press the Square, X and Circle buttons the number of times shown to switch the symbols in the three boxes on the screen, and then press the direction indicated on the D-pad. For example, if the code is 3,2,1 Down, you will press Square three times, X two times, Circle once and then Down on the D-pad.

Tournament Mode
1,1,1 Down

Unlimited Turbo
4,4,4 Down

Max Speed
0,0,3 Left

Max Power
0,3,0 Left

Rocket Park Stadium
3,2,1 Up

Roman Coliseum Stadium
3,3,3 Up

Eagle Team
2,1,2 Right

Horse Team
2,1,1 Right

Lion Team
2,2,0 Right

Pinto Team
2,1,0 Right

Team Todd McFarlane
2,2,2 Right

Team Terry Fitzgerald
3,3,3 Right

Extra time after plays
1,2,3 Up

No fatigue
3,4,3 Up

Log bat
0,0,4 Up

Whiffle bat
0,0,4 Right

Mace bat
0,0,4 Left

Rubber ball
2,4,2 Up

16" Softball
2,4,2 Down

Big head
2,0,0 Right

NO ONE LIVES FOREVER

Level Select

On the main menu screen, move down and highlight the Load Game option. Now press and hold L3+R3 simultaneously (press in both analog stick buttons and hold them). With these held, press X. This will give you access to the Select Mission screen, where you can choose your starting point of any mission of the game.

PARAPPA THE RAPPER 2

Ninja Star Mode

At the stage selection screen, hold R1 + R2 and then select a stage.

Skip Opening Stage Cinematics

At the stage selection screen, hold L1 + L2 and then select a stage.

Earn the Blue Hat

Successfully complete the game.

Earn the Pink Hat

Successfully complete the game with the blue hat.

Earn the Yellow Hat

Successfully complete the game with the pink hat.

Song Test

Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in the levels that you finished with a cool rating.

Bonus Stage

To unlock a bonus stage after any regular stage, finish the stage with a good score (near 1,000 points). You will be brought to Chop Chop Master Onion Head who gives you a little bonus game before returning to the stage selection map.

Secret Rap About PaRappa

Go though the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until a demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through that and go through the part where PaRappa writes his name and wait again. Instead of them showing a demo, the colorful noodles will appear on the sides of the screen and the song will start playing.

Sunny's Music Video

Successfully complete the game with the yellow hat, then do the "Secret Rap" trick. Go through the whole song, then a music video with Sunny singing her intro music on stage will begin.

Control Time of Day

The game places PaRappa's neighborhood at the same time of day indicated by the PlayStation 2's time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 p.m., it would be sunset. If you set the time to 11 p.m., it will be dark outside.

PIRATES: THE LEGEND OF BLACK KAT

Random Codes

The following codes can be entered at any time during gameplay:
Invincible Wind Dancer: Hold R1 + R2, hit SELECT, Triangle, L1, X, R3, L2, Square, R3, Circle, L3
Infinite wind boost with Wind Dancer: Hold R1 + R2, hit SELECT, L1, R3, Square, L3, Circle, L2, Triangle, X, L3
Upgrade Wind Dancer to Galleon: Hold R1 + R2, hit L2, Triangle, R3, L3, X, Square, R3, SELECT, L1, Circle
Invincible Katarina: Hold R1 + R2, hit, X, Circle, L3, Triangle, R3, SELECT, R3, L2, Triangle, L3
Get all chest keys: Hold R1 + R2, hit Circle, SELECT, X, Square, R3, L1, L3, L2, Triangle, L3
Get next sword: Hold R1 + R2, hit R3, SELECT, L2, L3, Square, X, L1, Circle, L3, Triangle
Get 1,000,000 Gold Doubloons: Hold R1 + R2, hit Triangle, R3, L1, Square, X, R3, SELECT, L3, Circle, L2

All items infinite: Hold R1 + R2, hit Triangle, L1, SELECT, L2, R3, L3, Square, X, R3, Circle

Reveal hidden treasure on map: Hold R1 + R2, hit Circle, X, Square, Triangle, L1, SELECT, L3, L2, L3, R3

Reveal al treasures on map: Hold R1+ R2 hit R3, X, Triangle, L3, Circle, L1, SELECT, L3, Square, L2

SILENT HILL 2

Extra Options

Select Option from the main menu, and press L1 + R1 to open up the Extra Options menu.

SILPHEED: THE LOST PLANET

Every Weapon Available

As soon as you get to the title screen, press START. When you get to the name entry screen, enter GLOIRE as your code name. After you have done this, go to the select weapon screen—you will see that all of the weapons will be available for each side of your ship!

SLEDSTORM

Codes For You

Enter these codes at the "Press Start" screen while holding down R1 + L1

Unlock All Characters

Circle, Triangle, Circle, Triangle, Circle, Down

Unlock All Sleds

Circle, Square, Circle, Square, Circle, Left

Unlock All Tracks

Circle, Left, Circle, Right, Circle, Up

Unlock Hover Sled

Circle, Triangle, Square, Circle, Triangle, Right

Unlock Everything

Circle, Square, Up, Circle, Triangle, Down

SMUGGLER'S RUN 2

Button Codes

First pause your game, then enter any of the following codes.

More Time Warp

R1, L1, L2, R2, Right, Right, Right

Less Time Warp

R2, L2, L1, R1, Left, Left, Left

Get Invisibility

R1, L1, L1, R2, L1, L1, L2

Get Rid of Gravity

R1, R2, R1, R2, Up, Up, Up

Get Light Cars

L1, R1, R1, L2, R2, R2

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section from the main menu:

KOALA: Opens all combat controls

IMIARMAS: Opens all stages

HEADEXPLODY: Opens Pinhead Bowling mode

ARACHNID: Unlocks all above options, plus Gallery extras

GIRLNEXTDOOR: Opens Mary Jane as a playable character

HERMANSCHULTZ: Opens Shockers as a playable character

SERUM: Opens a scientist as a playable character

KNUCKLES: Opens a thug as a playable character

STICKYRICE: Opens another thug as a playable character

THUGSRUS: Opens yet another thug as a playable character

FREAKOUT: Opens still a fourth thug as a playable character

CAPTAINSTACEY: Opens a helicopter pilot as a playable character

REALHERO: Opens a security guard as a playable character

ORGANICWEBBING: Gives you unlimited web fluid

CHILLOUT: When playing as Green Goblin, your glider will never overheat

ROMITAS: Allows you to skip levels from the pause menu

DODGETHIS: Unlocks "Matrix" mode

SPIDERBYTE: Shrinks Spider-Man by a considerable degree

GOESTOYOURHEAD: Big head mode

JOELSPEANUTS: Big head mode for enemies

UNDERTHEMASK: Unlocks first-person view mode

SPYHUNTER

Random Secrets

These codes are to be entered as if you were creating a new player profile for the game. After you enter them, you'll bounce back to the main menu without having created an actual profile. You can view the movies you unlock by going into System Options from the main menu, and selecting Movie Player from the Options menu Below are the codes:

WWS413: Opens "Early Test Animatic" movie.

SCW823: Open "Spy Hunter Concept Art" movie.

MAKING: Opens "Making of Spy Hunter" movie.

SALIVA: Opens "Saliva: Your Disease" movie.

GUNN: Opens "Saliva: The Spy Hunter Theme" movie.

SSX

Button Codes

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything

Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)

All Attribute Points

Circle, Circle, Circle, Circle, Circle, X, Triangle, Square

Crazy Runners

Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints

Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

STAR WARS: STARFIGHTER

Password Codes

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.

Unlock All Levels

OVERSEER (This will give you everything except the bonus multiplayer missions).

Bonus Multiplayer Missions

ANDREW

Secret Ship for Bonus Missions

BLUESNF

Disable Cockpit Display

NOHUD

Ship and Cast Pics

HEROES

Pre-production Art

PLANETS

Pictures of Simon

SIMON

Development Team Pics

TEAM

View Credits

CREDITS

Invincible Mode

MINIME

Jar Jar Mode

JARJAR (This will reverse your ship's controls.)

Director Mode

DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)

Christmas FMV

WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STATE OF EMERGENCY

Unlock Characters

Unlock Spanky: Right, Right, Right, Right, Triangle

Unlock Freak: Right, Right, Right, Right, Circle

Unlock Bull: Right, Right, Right, Right, X

Unlock Weapons

AK47: Press Left, Right, Down, R2, Triangle

Flame Thrower: Press Left, Right, Down, R1, Circle

Grenade: Press Left, Right, Down, R2, Square

Grenade Launcher: Press Left, Right, Down, R1, Square

M16: Press Left, Right, Down, R2, Circle

Minigun: Press Left, Right, Down, R1, Triangle

Molotov Cocktail: Press Left, Right, Down, R2, X

Pepper Spray: Press Left, Right, Down, L1, Square

Pistol: Press Left, Right, Down, L1, Triangle

Rocker Launcher: Press Left, Right, Down, R1, X

Shotgun: Press Left, Right, Down, L2, Triangle

Tazer: Press Left, Right, Down, L1, Circle

Tear Gas: Press Left, Right, Down, L1, X

Random stuff

Big player: R1, R2, L1, L2, Triangle

Little player: R1,R2,L1,L2,X

Regular-sized player: R1,R2,L1,L2, Circle

Infinite ammo: L1,L2,R1,R2,Triangle

Infinite time: L1, L2, R1, R2, O

Complete current mission: Left, Left, Left, Left, Triangle

Invulnerability: L1, L2, R1, R2, Square

Looting on the Rise: R1,L1,R2,L2,Triangle

Punches Decapitate: L1, L2, R1, R2, X

STREET HOOPS

Ill Codes

As you'd expect, enter all these codes inside the fancy cheat menu boxes.

Block Party

R1, Circle, L2, R2

Power Game

Tap R2, Circle, L2

Black Ball

R2, R2, Circle, L2

Red, White and Blue Ball

Circle, R2, Square, R2

Clown Outfits

Square, L1, Square, Circle

Tuxedo

L2, L2, Circle, Square

Pimp Costumes

R1, Square, Circle, L2

Cowboy Clothes

Circle, R2, R2, R1

Kung-Fu Outfits

Circle, Circle, Square, L1

Santa Claus

R2, L2, R2, L2

STUNTMAN

Unlock Stuff

From the main menu screen, choose the Stuntman Career option. Next, choose the New Game option and on the password screen, enter any one of these codes for the results as shown. (Note: All of the codes are case-sensitive, so be sure to enter the upper and lower case letters exactly as shown to get the code to work).

Access All Cars

Put in spiDER as your code to unlock every car in training modes and stunt constructor.

Access All Toys

Put in MeFf as your code to unlock all of the toys in the stunt constructor.

SUPERMAN: SHADOW OF APOKOLIPS

Assorted Codes

Codes must be entered from the Cheats section in the options menu:

JOREL: Infinite superpower

SMALLVILLE:: Infinite health

LANALANG: Opens all movies

LARA: Opens all biographies

TONY HAWK'S PRO SKATER 3

Backdoor Codes

Go to the main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear sound indicating if you've entered it correctly. Now start a new game and pause once gameplay has started. There will be a new option between called Cheats available. Select it to open a cheat menu which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X Button.

Random codes

YOHOMIES: Opens all secret skaters

PUMPMEUP: Maxes the stats of current skater

PEEPSHOW: Opens all movies

ROADTRIP: Automatically completes all career goals for current skater, plus opens all levels

MAGICMISSILE: Performs the effects of all above codes.

TWISTED METAL: BLACK

Button Codes

In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability

Up, Down, Left, Right, Right, Left, Down, Up

God Mode

Up, X, Left, Circle

Killer Weapons

X, X, Up

Mega Guns

X, X, Triangle

Weapons for Health

Triangle, X, Square, Circle

New View for Weapons

In the game, press Right+SELECT to get a different look for your weapon icons.

VIRTUA FIGHTER 4

Created Character Tricks

The following tricks can only be done with a "created character." To create a character, choose "Data Files" from the main menu and pick "New Player." From the New Player menu, create an "AI" file and then save.

VF1 Models

In order to get character models styled after the first Virtua Fighter game, have a created fighter reach at least the first "Dan" ranking. Next, select that fighter, then hold Punch and Kick until the match begins.

Classic Victory Poses

Have a created fighter reach the second "Dan" rank. Hold Punch, Kick and Guard during the replay after winning to see the classic pose from the first Virtua Fighter game.

Classic Victory Poses, Part 2

Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after winning to see another classic victory pose.

Bonus Stages for VS. Mode

Unlock the following bonus stages by reaching the corresponding rank level with a created character.

Training Stage 1

First Dan ranking

Training Stage 2

Fifth Dan rank

Training Stage 3

Monarch rank

Play as Dural in VS. Mode

Defeat Dural in Kumite mode with a created fighter.

WIPEOUT FUSION

Random Codes

From the main menu screen, choose the Extras option and then choose the Cheats option. On the password screen, enter the button configurations on screen as shown.

Super Fast Ship

Square, X, X, X, Triangle

Retro Planes

X, Circle, Triangle, Square, X

Infinite Weapons

Triangle, Circle, X, Circle, Square

Animal Ships

Triangle, Circle, Circle, Triangle, X

Features Unlocked

X, Triangle, Circle, Triangle, Circle

Mini Ships

Circle, Square, Square, X, Circle

ZONE OF THE ENDERS

Versus Mode

To open up the versus mode, enter the following code at the title screen: Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. If you've entered the code correctly, a special sound effect will play. You can select the Versus mode from the main menu.

Trade Level for Health/Ammo

You can trade an experience level for a refill of health and ammo at any point during the game. Simply pause the game, and enter the following code: L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Note that this code will not work if you are already at level one.

GAME BOY ADVANCE

ADVANCE WARS

Increased Difficulty

On the select mode screen, choose VS. Mode and pick a New game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

CRUISIN' VELOCITY

Everything Unlocked

From the main menu, access the Password option. Enter these codes to get to new levels in the Single Player Freestyle Mode.

Holland Open

HLDDSNST

Holland, Ireland and Alaska Open

HLDDNRLN

All Levels Open

HLDDHVGD

DOOM GBA

Button Codes

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels

A, B, A, A, B, B, A, A (You will advance about five levels), depending on the current level.

All Weapons, Items, Keys

A, B, B, A, A, A, A, A

Radiation Suit

B, B, A, A, A, A, A, A

Invincibility

B, B, B, A, A, A, A, A

God Mode

A, A, B, A, A, A, A, A

Computer Map

B, A, A, A, A, A, A, A

Advance Levels

A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level).

Berserk Mode

B, A, B, A, A, A, A, A

EARTHWORM JIM

Level Skip

Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select

Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?

SELECT, R-Shift, B, Down, L-Shift, B

Down the Tubes

Up, L-Shift, Down, A, R-Shift, A

Snot a Problem

R-Shift, Up, SELECT, L-Shift, R-Shift, Left

Level 5

R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.

For Pete's Sake

Right, Left, R-Shift, L-Shift, A, R-Shift.

Buttville

L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT

ECKS VS. SEVER

Ecks Level Passwords

Level 2

EXTREME

Level 3

EXCITE

Level 4

EXCAVATE

Level 5

EXCALIBUR

Level 6

EXTORT

Level 7

EXPIRE

Level 8

EXACT

Level 9

EXHALE

Level 10

EXHUME

Level 11

EXONERATE

Level 12

EXPEL

Sever Level Passwords

Level 2

SEVERE

Level 3

SURVIVE

Level 4

SAVANT

Level 5

SUFFER

Level 6

SULPHER

Level 7

SERVE

Level 8

SEETHE

Level 9

SEVERAL

Level 10

SEVERANCE

Level 11

SAVAGE

Level 12

SACROSANCT

E.T. THE EXTRA-TERRESTRIAL

Level Passwords

First, access the "Password" option located at the bottom of the main menu.

Level 2

Up, Up, A, Down, Down, B, L-Shoulder, R-Shoulder.

Level 3

Left, Up, Right, Down, L-Shoulder, A, R, B

Level 4

A, Left, B, Right, L-Shoulder, Up, R-Shoulder, Down

Level 5

L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder, A, Up, B, Left

FINAL FIGHT ONE

Unlocking Secrets

On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit" and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50

Alpha Guy

200

9 Lives

500

Alpha Cody

800

Stage Select

1,300

Color Change

2,000

Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next" and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

GT ADVANCE: CHAMPIONSHIP RACING

Button Codes

On the title screen, press and hold the L-Shift+R-Shift buttons, then enter one pf the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1

Hold Right and press B

Extra 2

Hold Left and press B

Ending Credits

Hold Up and press B

GT ADVANCE

All Cars Available

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack and Practice mode will open.

Every Track Open

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will open.

All Tune-Ups Available

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Down+Right. While holding these buttons, press B. All of the tune-ups in Quick Race, Time Attack and Practice mode will be open.

ICE AGE

Choose the Password option and enter these codes for the results shown here.

Stage Passwords

Stage 2 - PBBQBB
Stage 3 - QBCQBB
Stage 4 - SBFQBB
Stage 5 - DBKQBB
Stage 6 - NBTQBB
Stage 7 - PCTQBB
Stage 8 - RFTQBB
Stage 9 - CKTQBB
Stage 10 - MTTQBB

Stage Select

NTTTTT

Art Gallery

MFKRPH

JACKIE CHAN ADVENTURE

Unlock Stage and Scrolls

Enter this cheat at the "Press Start" screen, before you begin a game.

Stage Select and All Scrolls Unlocked

Hold R, then press B, A, Left, Down, Up, Right. The stage select menu will come up, and at the bottom you can toggle the scrolls on and off.

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

Konami Code Cheats

For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and at that game's title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

You will hear a sound when the code is entered correctly. Below are the results for each game.

Frogger

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger.

Scramble

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.

Time Pilot

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level in Time Pilot.

Gyruss

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for Gyruss.

Yie Ar Kung-Fu

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two player game or after a one player game in Yie Ar Kung Fu.

Rush'n Attack

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get 6 lives in Rush'n Attack.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

MEN IN BLACK: THE SERIES

Level Passwords

On the title screen, choose the Start Game option. On the Enter Password screen, put in any of these codes to advance further in the game.

Episode 3: Alien Technology Lab

HSDSHSBS

Episode 4: Rocket Silo

MXNMSNNG

Episode 5: MIB Safe House

THXBXSCK

Episode 6: Halloween in Manhattan

NNTNDWNY

MONSTERS INC.

Level Passwords

Level 2

SJBOGS

Level 3

MKB2Z7

Level 4

VPB97I

Level 5

LLCOBK

Level 6

8PW2DY

Level 7

NQWOJF

Level 8

WRC9SQ

Level 9

3RC!94

Level 10

XRDZB1

Level 11

YRX2DQ

Level 12

3NX2JX

Level 13

LTD!SK

Level 14

ZTFZD8

Level 15

BYY2NL

Level 16

M2F9S7

Level 17

LYGOBO

Level 18

1FZ2CJ

Level 19

F2Z2FM

Level 20

F2Z2KR

Level 21

PNG!TL

Level 22

WRG!!C

NBA JAM 2002

Open Courts and Playoffs

From the Main Menu, choose Season Game Mode. Now select Password and enter the following codes.

Beach and Street Courts

LHNGGDBLBJGT

Playoffs

MKJLBFQBLDGH

(Note: You will be in the playoffs as the Toronto Raptors.)

NFL BLITZ 20-02

Unlimited Turbo

From the main menu screen, choose Exhibition. Pick your team and choose the opposing team as well. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now your players will have infinite turbo throughout the game.

PITFALL: THE MAYAN ADVENTURE

Level Select

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug

To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Infinite Continues

Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down. This will give you an unlimited amount of continues.

99 Weapons

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, Select. The Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose. While playing, hold SELECT and press B. You will get 99 boomerangs and sling stones.

POCKET POWER: DREAM SCHEME

Enter in the following passwords at the main menu screen.

Ocean Shores Beach

4GWD!KL1

Mad Town

MFKGTB!R

Elementary School

2V74BFDG

Town Square

6!LN99V5

Neighborhood

?FXX6BLJ

Spooky Woods

2L!DZHS8

Power Hills

HRB4KB4K

Complete All Levels

KLSX74ZR

READY 2 RUMBLE BOXING: ROUND 2

Button Codes

Enter the following codes from the main menu screen. You'll hear a cheering sound if done correctly.

Rumble Man

Left, Left, Right, Left, Right, Right, Left, Right, Left, L-Shift+R-Shift.

Shaquille O'Neal

Highlight Survival and press Left, Left, Left, Left, Right, Right, Left, Left, Right, L-Shift+R-Shift.

Michael Jackson

Highlight Arcade and press Left, Left, Right, Right, Left, Right, L-Shift+R-Shift.

SONIC ADVANCE

Classic Mode Sonic

Use this code to have Tails follow you during the game like he did in Sonic 2 & 3. Input this button sequence at the character select screen. Highlight Sonic and press Up. Move over to highlight Tails, and press down. Next highlight Knuckles and press the L-trigger. Finally, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you will hear a chime. Now during gameplay, Tails will follow your every move!

SPIDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

Below are the passwords (in bold) and what they open up when you use them.

W7HV1

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.

W7HZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.

W70ZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.

080ZG

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open,Web Compressor, Chemcorp Open, Left Wrist Container.

Z787K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.

ZV87K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.

ZV7Z2

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.

ZV3Z0

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.

HV37K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.

JV37H

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.

JV310

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit.

JV31

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit. Mysterio Defeated.

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened

Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

Smiley Face Blood

Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down

No Blood

Gold the R-Shift button and press B, Left, Up, Down, Left, START, START

Constant Zoom In and Out

Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START

Unlock Spider-Man

Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

Level Select

Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down

Level Select and Lotsa Money

Hold the R-Shift button and press B, A, Left, Down, B, Left, Up, B, Up, Left, Left

URBAN YETI

Secret Menu

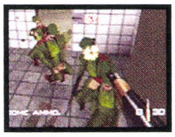
Are you ready to Yeti? If you're addicted to this bizarre game but are having trouble servin' up burgers at the soup kitchen or herding all those chickens, then we have a code for you. At the title screen, select "Continue" and enter the password TONYGOLD (one of the main madmen behind this game). If you entered the code correctly, you'll have access to a secret menu, where you can select your level, the difficulty and even listen to the game's music and sound effects.

TOP TEN RARE* GAMES

Let's look back at the history of Microsoft's latest acquisition

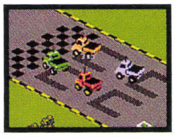
1

***Goldeneye*—N64**
This was the game that made the world sit up and notice Rare. Console players had never played such a deep (and fun) first-person shooter.



2

***R.C. Pro-Am*—NES**
Rare programmed a ton of lousy NES games, but *R.C. Pro-Am* isn't one of them. This classic is way old, but it's still one of our favorite racing games.



3

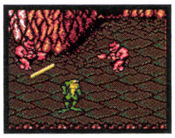
***Donkey Kong Country*—SNES**
Just when everyone thought that the SNES was dead, along came *DKC* and its gorgeous graphics to show that the system still had legs.

4

***Star Fox Adventures*—GC**
Just before Nintendo and Rare split, this final joint effort was released. By now, we probably don't have to tell you why this game is so good.

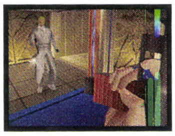
5

***Battletoads*—NES**
The Battletoads were a parody of the Teenage Mutant Ninja Turtles, and their debut game was one of the best (and most difficult) NES games around.



6

***Perfect Dark*—N64**
Sure, Bond didn't star in it, but *Perfect Dark* is the spiritual sequel to *Goldeneye*. Now, we're dying to see the prequel, *Perfect Dark Zero* on the Xbox.

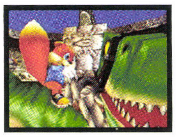


7

***Blast Corps*—N64**
This oft-overlooked action/puzzle game has you driving a variety of vehicles through cities, knocking down buildings to clear a path for a runaway truck.

8

***Conker's Bad Fur Day*—N64**
We got to see Rare's randier side with this naughty title. Swear words and toilet humor (sometimes literally) ensured that the kiddies wouldn't be playing.



9

***Banjo-Tooie*—N64**
Yeah, we know. The Banjo games were fetch-quests/scavenger hunts/whatever you wanna call 'em. Regardless, this was a pretty good one.

10

***Anticipation*—NES**
Another 8-bit title, this one isn't a big name, but it was a great, Pictionary-inspired board game for the entire family.

LEVEL 1
ICE-CREAM MOVES

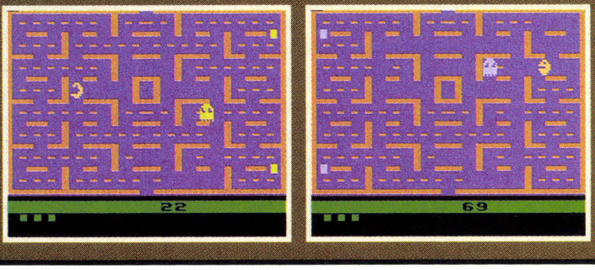
CRAP FROM THE PAST

Old games that stink it up!

Pac-Man

(Atari 2600)—1981

Before Atari released its dreadfully bad *E.T.—The Extra Terrestrial* back in the day, it released its equally bad port of the classic arcade game, *Pac-Man*. Now, you've all played *Pac-Man* before, we're sure. But have you ever played it like this? Look at those screens. Really look at them. Does that maze look anything like the arcade version? Of course it doesn't! That's OK, though—the game has very little to do with the original. The sounds are different, the dots are replaced by dashes, the fruit is replaced by squares. You'll even notice that there's only one ghost in each picture (there should be four, duh). That's because the game flickers so much, only one actually appears onscreen at a time! This is what happens when you let one guy handle the entire translation (seriously).



HOT or NOT

GameNOW tells you what to like

■ NINTENDO e-READER
We were skeptical at first, but once we started playing *Donkey Kong Jr.* off of trading cards, we were hooked.

■ MICROCON CONTROLLERS
Mad Catz's wee little pads for PS2, GameCube and Xbox might be *too* tiny for some people, but they're great for younger gamers.

■ DESIGNING YOUR OWN PATTERNS IN *ANIMAL CROSSING*
Why settle for the boring, old patterns that anyone can purchase in the game, when you can create your own?

■ *STEEL BATTALION*
...or more specifically, *Steel Battalion*'s big honkin' controller. Sure, it may cost two c-notes, but you'll feel like you're piloting a real mech when you sit down behind this monstrous controller.

■ SEGA'S RATES FOR *PHANTASY STAR ONLINE EP. I&II* FOR GAMECUBE
What's with this $8.95 a month fee to play *PSO*? If you're not gonna let us play for free, Sega, at least give us the cheaper rate that you charged for *PSO Ver. 2* on the Dreamcast ($15 for three months).

■ THE FACT THAT *SHAOLIN SOCCER* ISN'T HITTING U.S. MOVIE THEATERS UNTIL APRIL
Why the long delay? This movie has been done for a long time. Just release it already. Everyone needs to see this hilarious film.

■ NO ONLINE PLAY IN *TIMESPLITTERS 2*
C'mon. At this point, there's absolutely no excuse for creating a first-person shooter and not having an online option. Give the gamers what they want!

---

* Rare meaning the company Rare, not rare in the valuable and hard-to-find sense.

GAMERDEX

We discovered many types of gamers out in the wild. Which one are you?

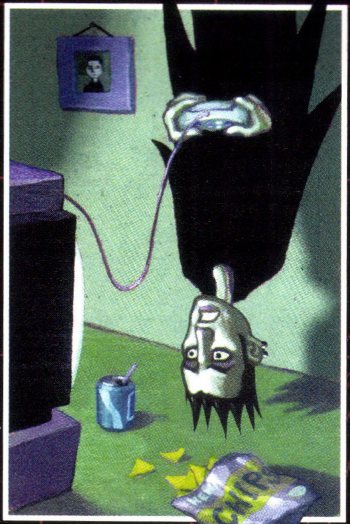


Illustration by Colin Adams

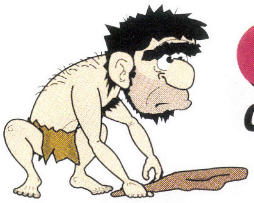
GOTH GAMER

Mainstream System(s) of Choice:
Black GameCube
Hardcore System(s) of Choice:
PlayStation 2
Habitat:
Locked room, with curtains drawn and lights out
Greatest Ally:
RPG Gamer
Fiercest Enemy:
Sports Gamer
Mating Call:
"The Dark Lord banishes thee"
Diet:
Water
Fondest Memory:
Resident Evil being released for GameCube
Evolves Into:
RPG Gamer
Dreaming of:
Becoming a real zombie
Rarity:
Highly rare

Tbaker discovered Goth Gamer on a dark and stormy night during the autumnal equinox.

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to game_now@ziffdavis.com with the subject line, "Gamerdex."

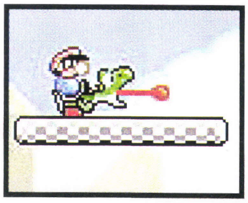


GAMING EVOLUTION

Games and characters that endured time

Yoshi (1991-Present)

IN THE BEGINNING
Super Mario World (1991)
Our favorite little dinosaur buddy got his start in the Super NES' launch game, Super Mario World. *He's been a good friend of Mario's ever since.*



GROWING UP
Super Mario 64 (1996)
Yoshi made his 64-bit debut in Super Mario 64. *Granted, it was only a cameo (you couldn't ride him or anything), but it was a hint of things to come in* Super Mario Sunshine.

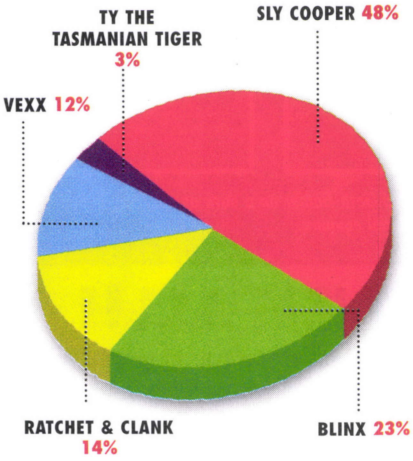
CURRENT SUCCESS
Yoshi's Island: SMA3 (2002)
If you've read our review of Yoshi's Island *in this issue (you did read it, right?), you know why this game rules. Seriously, you have to play this game.*

MOST EMBARRASSING MOMENTS
Yoshi's Story (1998) *and* Super Mario Bros. (1993)
As good as *Yoshi's Island* is, *Yoshi's Story* ain't. This highly anticipated N64 title was supposed to be a mind-blowing platform game, but ended up being dull and easily completed in a day. Yoshi also didn't fare too well in the *Super Mario Bros.* movie, where he looks less like an adorable dino and more like a tiny, malformed T-rex.

We really, really wanted to like Yoshi's Story. *Too bad the game sucks.*

OPINION POLL

Which of these new characters is your favorite?



"Have you ever been carded when buying an M-rated game?"
Head over to the *GameNOW* message boards at www.gamers.com to see the choices and voice your opinion. That's www.gamers.com, folks. See you there!

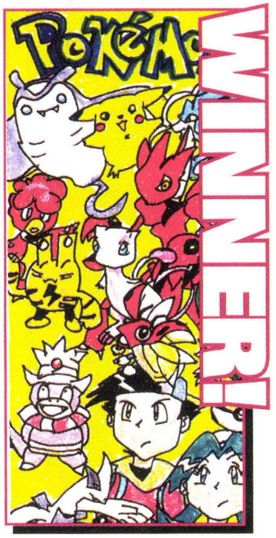
FAN LETTER ART

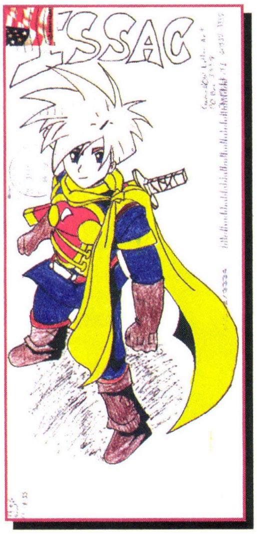
Where a Little Creativity and a Stamp Can Make You Famous!

Send your letter art submission to: GameNOW Letter Art, 101 Second St., 8th Floor, San Francisco, CA 94105. (Please use a #10 envelope.) All entries become the property of ZD Inc. and will not be returned.

LETTER ART WINNERS!

1ST PLACE
Irma Y. Yalenzuela
Beverly Hills, CA





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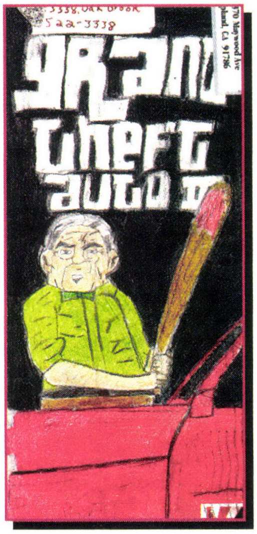

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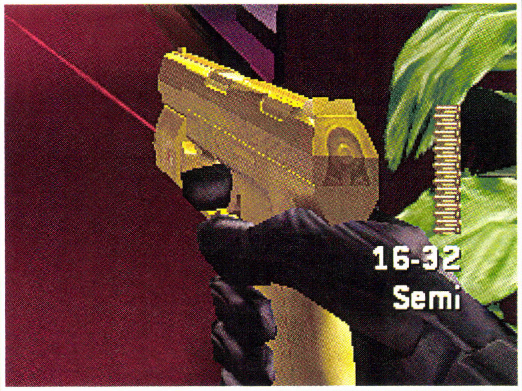

...the Golden Gun will be added to your weapons stash. This fast-loading firearm makes it a breeze to get through the game a second time.

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JANUARY 2003

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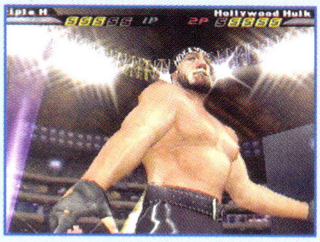
We Blow the Ever-Freakin' Lid Off Lord of the Rings: The Two Towers

There's something about juxtaposing "ever-freakin'" with J.R.R. Tolkien's beloved classic tale of hobbits, elves and magic that gives us naughty chills. But it's oh so true: EA's *The Lord of the Rings: The Two Towers* is a fun, orc-stomping romp through the Middle-earth of the Peter Jackson films, and we'll show you how to beat all the bosses—and maybe even the game.

HEAVENS TO METROID!

Check out our in-depth look at Metroid Prime *for the GameCube and* Metroid Fusion *for the GBA.*



GET READY TO RUMBLE

WWE Smackdown! *takes to the ring in our review/strategy guide. Judgment Day or Second Coming? You decide (while we think up more lame wrestling analogies).*

GRAND THEFT AUTO: VICE CITY

We have to do something big on one of the biggest games of the year, don't we? How about a strategy guide and review? Yeah!

COMPUTER GAMING WORLD

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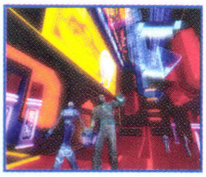

A PC game based on the decades-old Disney movie? Believe it. The creators of *No One Lives Forever* are behind this one—and it's stunning. Check out *CGW*'s exclusive hands-on preview.

ALSO FEATURED:

- **Holiday Gift Guide**
- **Buying the Ultimate Game Machine**

ELECTRONIC GAMING MONTHLY

On Sale December 4

METROID PRIME

Will *Metroid Prime* and *Fusion* live up to our expectations? **Plus: Holiday Buyers Guide** In the spirit of that pipe-smoking fattie from the North Pole—and your patriotic desire to blow wads of cash on friends and family—*EGM* is putting together the definitive guide to must-buy games and gadgets.

ALSO REVIEWED:

- **Resident Evil Zero**
- **The Lord of the Rings: TT**

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On Sale December 10

WAR OF THE MONSTERS

It's the new game from the developer of *Twisted Metal: Black*—and it kicks ass. Play the demo, read the feature, join the fun.

ALSO FEATURED:

- **Annual peripheral supertest**
- **Find out why games are actually good for you!**

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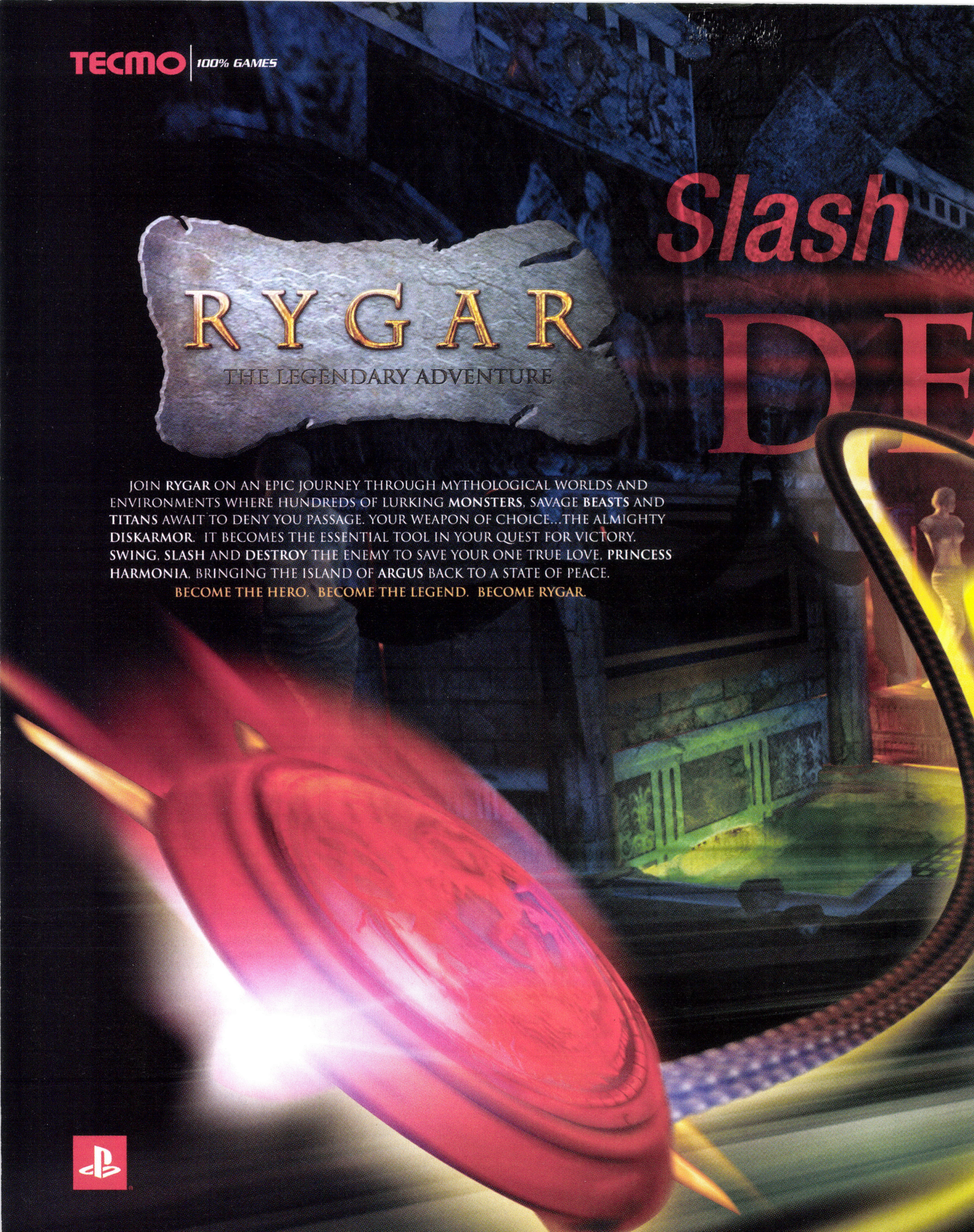
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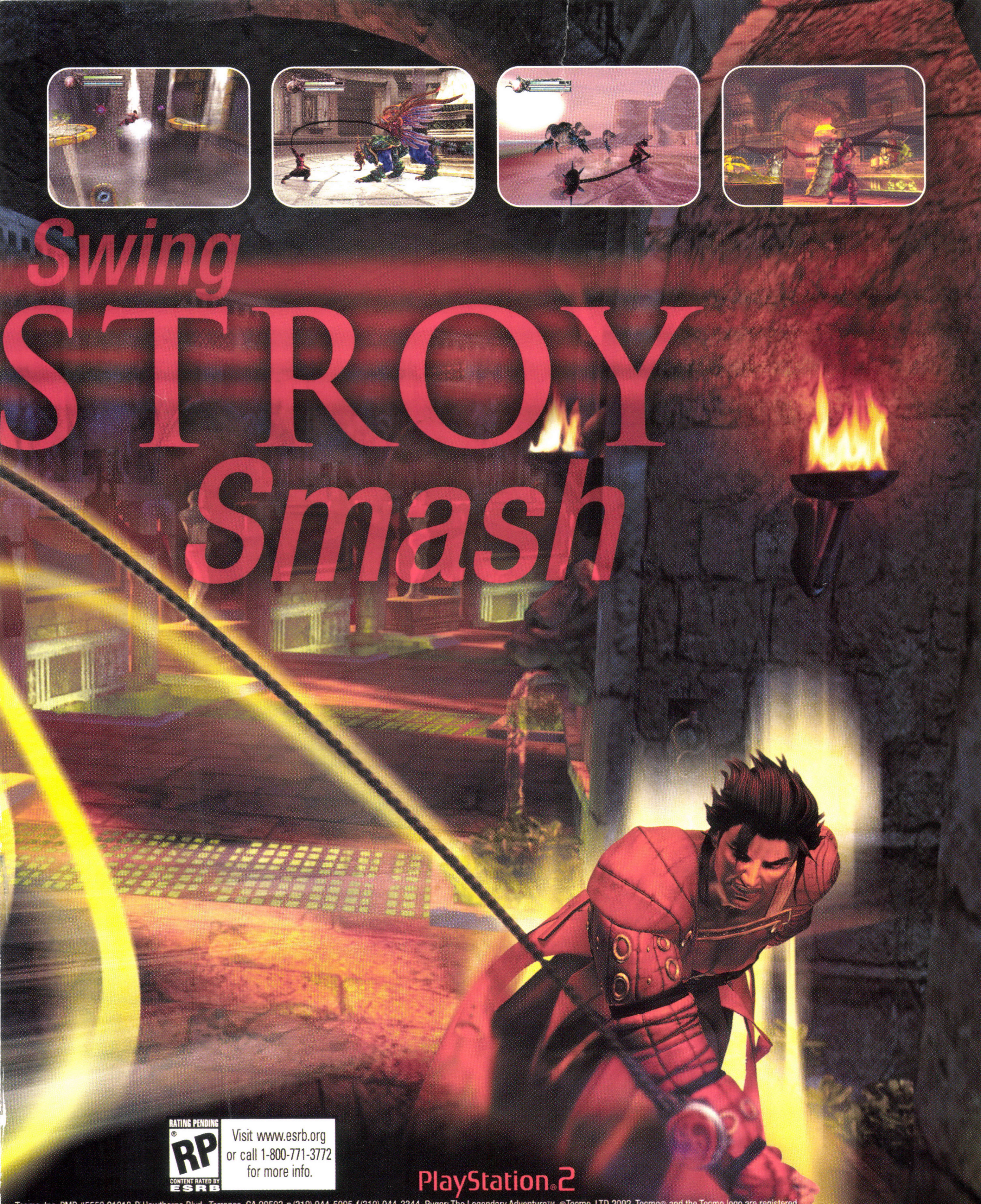
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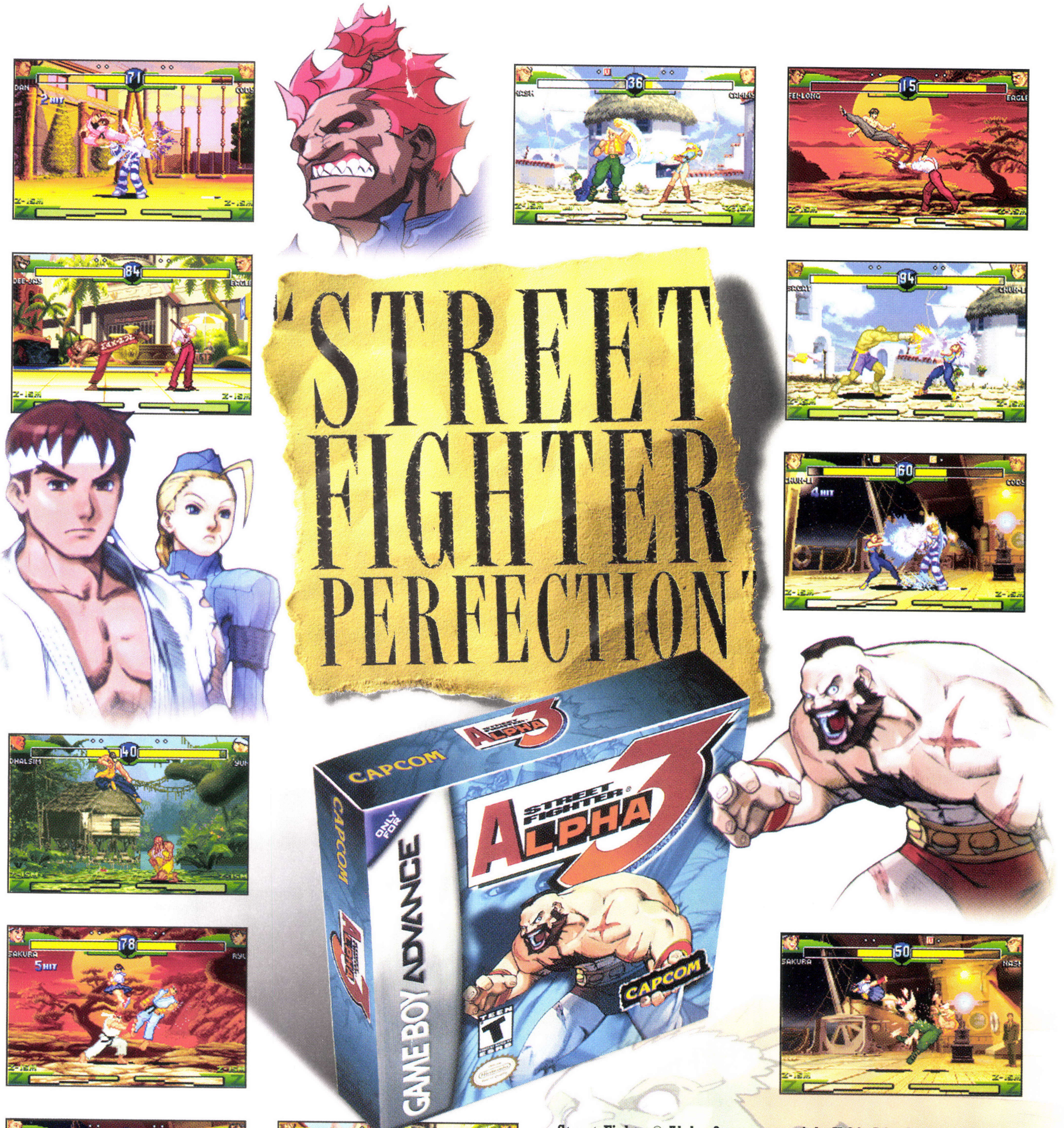

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